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It's back! And this time it's even bigger! It's issue two of GO! Britain's hottest mag is packed with the hottest hand-held news and reviews. It's fab. It's fun. It's FREE! Yes, it's true!

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The County Durham Crooner, Paul Rand, takes up that strange sort of crouched position in front of the cooker and opens up your Cheat Mode envelopes. Who knows what he'll find in there?

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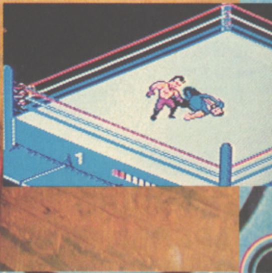
Tickle my plumpies and coddle my wotsits! A selection of Previews hotter than a Madras Curry with extra chilli-peppers. Clue yourself up on the likes of UEFA '92, Tip Off and hot new RPG, Heimdall, amongst others!

ART EDITOR
JON BILLINGTON
"I once volunteered to learn the recorder at school, but the teacher was this old woman with horrible bad breath who insisted on giving my instrument a bit of a blow first. Uggh!" Punchline fave: Yeah, but you should have seen the monkey put the cork back in...

EDITOR
TIM BOONE
(NEVER VOLUNTEER FOR ANYTHING)
"I once volunteered to be a stranded sad person fifty feet up some scaffolding for a safety demo - but it was called off halfway through 'cos it was too dangerous and I felt a right pillock." Fave punchline: Yes, but it's eating my crisps...

DEPUTY EDITOR
FRANK O'CONNOR
"This old lady needed to get rid of a chest of drawers, and I volunteered to take it off her - so she dumped the entire contents of her house outside my front door and I had to climb through the window to escape." Fave punchline: Quick, say hamburger!

STAFF WRITER
PAUL RAND
"I volunteered to sing a solo at the local church memorial service when I were a lad. I was good, but even now people still come up to me and the pub and go on about it. It's so embarrassing." Punchline fave: When you rub it turns into a suitcase...



ADDITIONAL LAYOUT
DIPNA MAJHU
"I once volunteered to take part in the school play, and ended up as the donkey. I wasn't the front end or the back end - I was the whole thing and had to go around pretending to eat grass all the time." Punchline fave: No, you're supposed to dip it in water first...

ADDITIONAL LAYOUT
FREDA DAHL-LITMAN
"I once volunteered to sing a song in Danish in front of my school chums and ended up having to do it in front of the whole school. I've never been so embarrassed in my life." Punchline fave: It's when she drops her chips...

MANAGING EDITOR
JULIAN RIGNALL
"I once volunteered to be a guinea pig for some sad TV show. They put me in this room at for forty minutes at 25 degrees below freezing, stuck a thermometer in my ear and then chucked cold water all over me. I've never been so angry in my life." Punchline fave: It does, doesn't it...

PRIORY COURT
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30

Greetings from he who makes mortals

And now: those people whose pictures you never see 'cos they're all better looking than we are and we'd get dead jealous: ADVERTISING MANAGER: James Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler EDITORIAL ASSISTANT: Paul Anglin PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING PASSION PALACE: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095

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DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597. HELLO, WHOEVER YOU ARE, YOU MUST BE BORING SAD FART TO HAVE READ ALL THIS...

ED-FIRST

OWWWWWZATT!

Welcome to this month's hotter-than-Auntie-Mabel's-chicken-vindaloo CVG! Have we got the lot or wot? This month we GO! for gold, with the second FREE issue of the hottest mag in Britain, dedicated to everything you need to know about hand-held video games! Amazing, eh?

Back with CVG and howzabout this for a gob-smacking World Exclusive: Sonic The Hedgehog on the Master System! It's totally brill, and we scoop everyone for yet another First Review of the games that really count!

But before your trembling fingers rush to page 34 for the full Sonic lowdown, check out the other mega-tastic goodies stuffed inside this white hot issue, complete with outrageously brill Turrican hologram shooting out of the cover! What will next month's holo be? Just you wait!

Inside these very pages you'll find the definitive Reviews of Super Kick Off on every single console! Not only that, we've scooped the world to Review the Game Boy and Game Gear versions in GO! before most people even know they exist!

Other only-in-CVG gobsmackers include Exclusive reviews of Megadrive Mercs, Golden Axe II and Devil Crash, along with the full lowdown on WWF Wrestlemania, First Samurai, Super Ghouls and Ghosts, Rugby...the list is almost endless!

So once you've recovered from the utterly unbelievable amount of stuff your measly 1.40 has just bought, drop us a line to tell us what you think of the greatest games mag in the land. We promise we'll find time to read them all, and maybe print a few, even though we'll be beavering away to make your favourite mag even better! Right now I'm off for some Sonic laffs in the CVG games room, so...

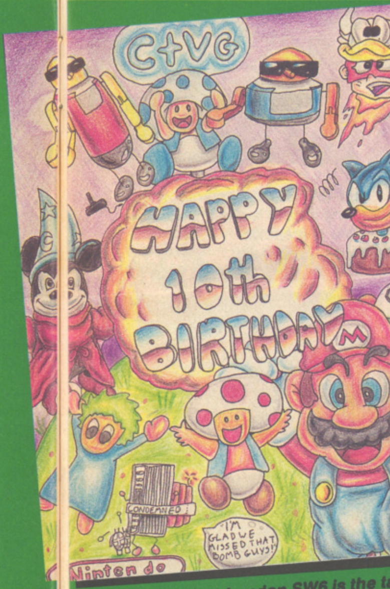
Byeeee!

BIG BIRTHDAY BONANZA!

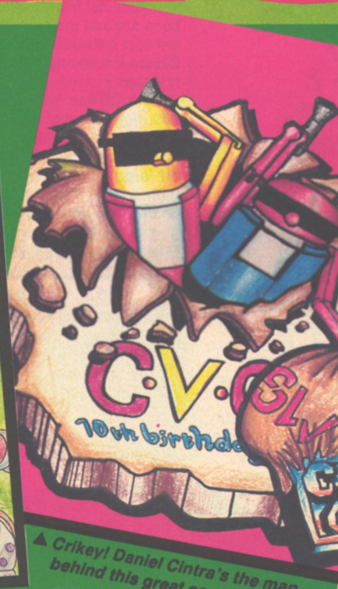
What a lot we've got! We had a jaw-droppingly massive response to out Tenth Birthday compo last month, and those entries just keep on flooding in! If you're that sad shambling wreck of a person who didn't buy last month's ish, we asked you to send us a birthday card to celebrate CVG's 10 years at the top. Anyway, this compo has proved so popular I've decided to extend the deadline for entries until, oh let's see, whenever I've had enough of extending Birthday compo deadlines.

As you can see from the few we've printed here, the standard of entries is incredibly high, chock-o-block with amazing artwork and skillful laffs. The cool dudes whose work is printed here are already through to the shortlist we'll look through before deciding who should win those mega prizes, so get your entry in now to stand a chance of grabbing those goodies! Next month we'll print a load more of the best one and dish out the prizes.

Send your card, which can be about anything you like as long as either Mega Twins or Bonanza Brothers are included, to: *OOH! OOH! HOPE I'M JUST IN TIME FOR THE CVG 10 OUT OF 10 GIVEAWAY BONANZA, HELLO ROB AND GEORGE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU*. Sorry, but we can't return your entries and the Big Ed's decision is final, so get going for the goodies!

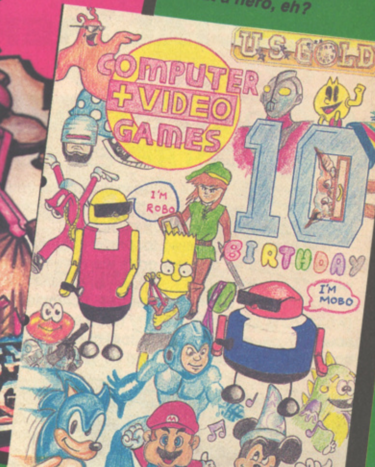

C+VG
HAPPY 10th BIRTHDAY
I'M GLAD WE MISSED THAT BOMB GUYS!
Nintendo

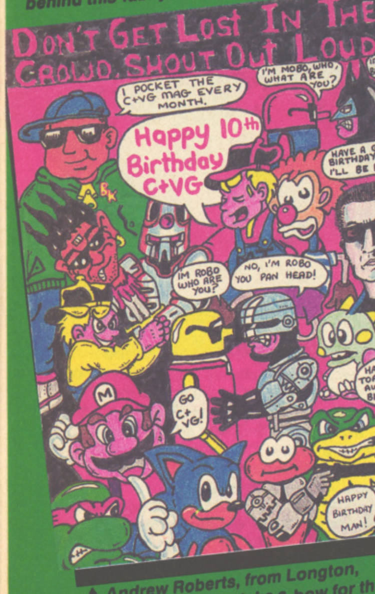
▲ *Josh Beck, from London SW6 is the talent behind this fabby card!*


C.V.G
10th birthday

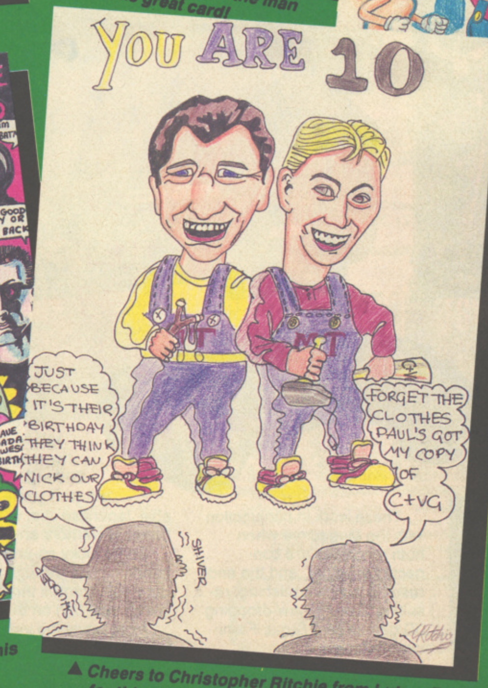
▲ *Crikey! Daniel Cintra's the man behind this great card!*

▼ *Rhompo Moore, from London Colney, Herts, drew this brill card! What a hero, eh?*


U.S. GOLD
COMPUTER + VIDEO GAMES
10
BIRTHDAY
I'M ROBO
I'M MOBO
by Rhompo Moore


DON'T GET LOST IN THE CROWD, SHOUT OUT LOUD
I POCKET THE C+VG MAG EVERY MONTH.
I'M MOBO, WHO, WHAT ARE YOU?
IM BATM
Happy 10th Birthday C+VG
HAVE A GOOD BIRTHDAY OR I'LL BE BACK
IM ROBO WHO ARE YOU?
NO, I'M ROBO YOU PAN HEAD!
HAVE TOADA AWES BIRTH
GO C+VG!
HAPPY BIRTHDAY MAN!

▲ *Andrew Roberts, from Longton, Stoke-On-Trent, take a bow for this skill pic!*

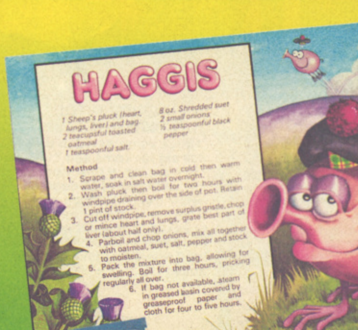

YOU ARE 10
JUST BECAUSE IT'S THEIR BIRTHDAY THEY THINK THEY CAN NICK OUR CLOTHES
FORGET THE CLOTHES PAUL'S GOT MY COPY OF C+VG
SHIVER
C+VG

▲ *Cheers to Christopher Ritchie from Luton, Beds, for this great Tim 'n' Paul sketch!*

Tim

CRAP CARD CAPERS!

It was loadsa laffs all round when you lot sent in this batch of truly crap postcards to chuck a few chuckles our way! Keep 'em coming, 'cos there's £100 of software on offer to the silliest, stupidest, most crazy card of the lot! As usual the address is: *TOP TITTERS TOO, CVG, PRIORY COURT, blah blah blah* find the rest of the address for yourself. By the way, anyone who thinks it's a laugh to send a blank piece of card must have a brain the size of a baked bean, like sad thicko Philip "Dick" Richards of London W1. Anyway, here are a few good 'uns...



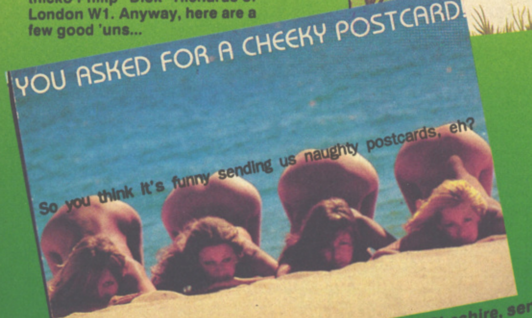
HAGGIS

1 Sheep's pluck (heart, lungs, liver) and bag
2 teacupsful toasted oatmeal
1 teaspoonful salt.
8 oz. Shredded suet
2 small onions
½ teaspoonful black pepper

Method

1. Scrape and clean bag in cold then warm water, soak in salt water overnight.
2. Wash pluck then boil for two hours with windpipe draining over the side of pot. Retain 1 pint of stock.
3. Cut off windpipe, remove surplus gristle, chop or mince heart and lungs, grate best part of liver (about half only).
4. Parboil and chop onions, mix all together with oatmeal, suet, salt, pepper and stock to moisten.
5. Pack the mixture into bag, allowing for swelling. Boil for three hours, pricking regularly all over.
6. If bag not available, steam in greased basin covered by greaseproof paper and cloth for four to five hours.

▲ *Hoots, mon! Haggis fan A. Hussain from Glasgow's the man behind this postcard japery. Cheers, A!*


YOU ASKED FOR A CHEEKY POSTCARD!
So you think it's funny sending us naughty postcards, eh?

▲ Naughty boy Alan Wauchope from Widnes, Cheshire, sent in this cheeky card. (That's him third from the left...)

▲ *Believe it or not, she actually winks at you! Thanks to Stuart Garnett, Hemel Hempstead, for that!*

NEWS

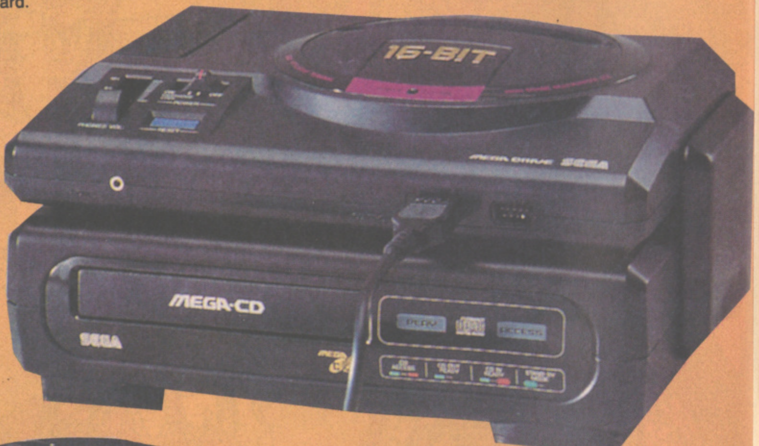
SPECIAL REPORT

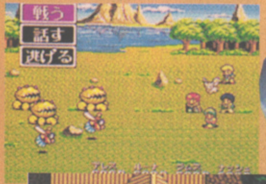
MEGADRIVE CD ROM: THE FACTS REVEALED!

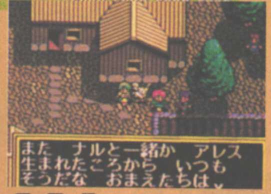
Hot! Hot! Hot! As the world waits for the imminent Megadrive CD-ROM, here's some hotter-than-hot exclusive news on Sega's amazing bolt-on box of tricks.

CVG has been treated to a brief sneaky peak at Sega's wonder machine, and our gobs were well and truly smacked at what it's capable of!

For start the CD-ROM features a completely new processor (which runs at 12mhz - nearly twice as fast as an Amiga), extra sound chips, and special custom graphics chips which give sprite and background scaling as standard.



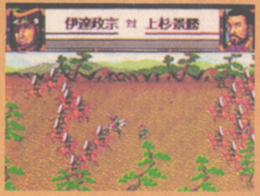


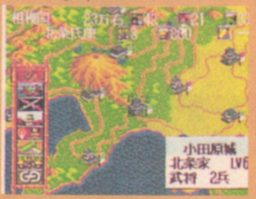


These work in conjunction with the Megadrive when both machines are connected together, and the end result is truly astonishing, resulting in utterly jaw-dropping 3D games (like Super Famicom **F-Zero** and **Pilotwings**), proper orchestral sound and real-live action potential - like proper arcade laser disk machines! And the amazing early demo we were shown more than proved the point!

Not only will the machine be able to handle music CDs, it'll also do the business with graphics CD packages - so it looks like the sky's the limit for all-round action stations! Early indications are that the machine will cost between £250 and £300 price when it's officially released.

The CD can hold up to 550 megabytes of information, which means you could have Strider, one of the largest Megadrive games, recorded 680 times on one CD. Wow! The first games to appear on the Mega CD will take full advantage of this extra memory, featuring tons of levels and zillions of graphics.





Japanese game designers Game Arts are releasing two titles to coincide with the launch of the machine. Both are RPGs, the first, **Lunar The Silver Star** is a standard wander around and collect the stuff game, while the second, with an untranslatable Japanese title, is a more strategic wargame thingy, with Samurai warriors and feuding clans as a background.

Some lucky so-and-sos will probably be able to get their hands on one through grey import in the not-too-distant future, but we guarantee they'll cost the Earth 'cos these machines will be very thin on the ground!

More news the very second we get it, but for now take it from us that the Megadrive CD ROM looks set to give the Famicom a very hard time indeed. Start saving that cash - you're gonna want this!

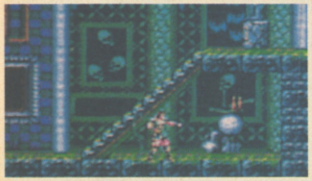
NEWS

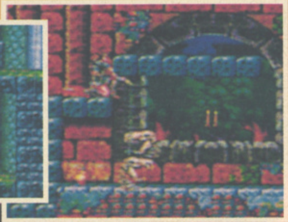
VAMPIRE VILLAINS!

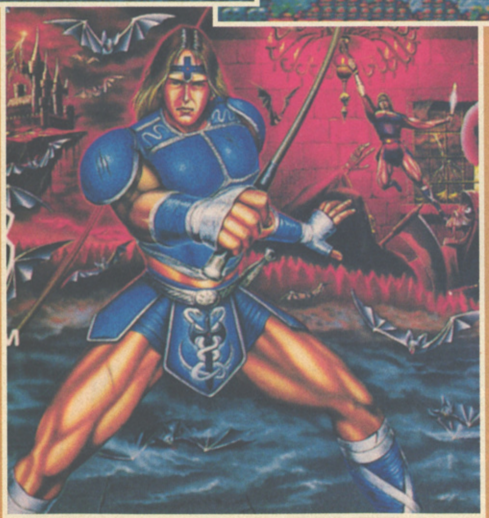
Simon Belmont, hero of the NES Castlevania series is back in fine style - with his first appearance on the Super Famicom! **Castlevania 4** is a scrolling hack 'em up in the style of Rastan and it's looking grand.

You have to guide top vampire killer and all-round good guy Simon as he seeks out the lair of the vile Count Dracula. The game is causing a bit of a stir in Japan at the moment and looks all set to outsell its big rival, **Super Ghouls n'Ghosts**.

As you can see, the graphics are pretty stonkalicicious - featuring the incredible rotating screens the Fammy's famous for. If this title lives up to expectations, it could be the best thing the Famicom has seen since its release. Look out for a **CVG** review very soon...







CHANNEL FOUR GOES GAMES CRAZY

Watch out for all sorts of TV tomfoolery in the New Year - 'cos Channel Four will be launching a new TV series dedicated entirely to video games!

Called **Gamesmaster**, the show will feature lots of competitions, tournaments, news and other games related japery. Full details have yet to be announced, but sneak previews look pretty interesting.

Watch closely and you might just find a few **CVG/Mean Machines**-related folk sharing their knowledge of all things games-like with the rest of the world. Now that's something to look forward to!

SUPER SEGA
5 GAME COMPILATION
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SUPER MONACO G.P.
ESWAT
GOLDEN AXE
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SHINOBI™
"Superbly presented and highly playable... it's so authentic, at times I believed I was playing the arcade machine!" *ZZAP (C64).*

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You'll never tire of this brutally addictive game!!

DOMARK

TENGEN

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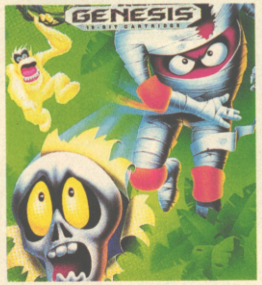
NEWS

HEAD BANGING CONFUSION



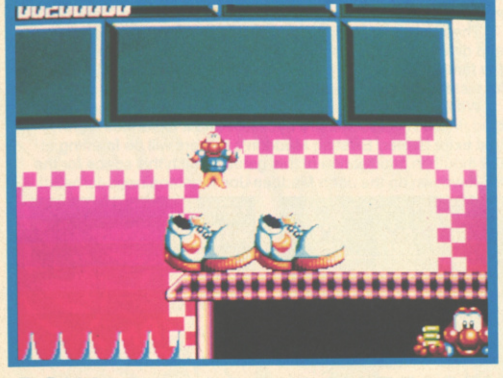
All you Meagdrive folk with the grey import game **Magical Hat** should be very careful the next time you pop into your local software parlour. Those sneaky peeps at Sega redesigned the game for the American market and are about to release it over here.

It's now called **Decapattack** and is almost identical to the first version. The main differences are redesigned sprites and backgrounds, but the map is just the same and gameplay is identical. This certainly isn't a con - it's all to do with strategy and things - but it may lead to some confusion, so beware!

THE FUTURE OF LAW ENFORCEMENT?

Anyone remember James Pond - a surprise hit on the Megadrive and 16-bits yonks ago? Well it's spawned a sequel. **Robocod** is James Pond 2 - similar in appearance to the first game but now a very fast moving platform romp with more than a passing resemblance to Sonic and the like!

Scrolling is smooth, graphics are smart and EA tell us it has more levels, both normal and secret, than the **CVG** Hit! Amiga version! Watch out for the full review!



DONALD DUCK HITS THE SMALL SCREEN

He's bad tempered, foul mouthed and almost entirely incomprehensible. He's **Donald Duck** and he's about to appear on the Megadrive courtesy of Sega!

The game borrows heavily from its predecessor Mickey Mouse and looks very good indeed. It's a scrolling platform romp featuring some top notch animation and the kind of bubbling, jingling melodies you've come to expect from Disney. As you can see, the graphics are great - with extraordinary attention to detail - and we reckon this is one to keep both eyes open for!

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NEWS

VIRTUAL ROBOTIC RAMPAGE

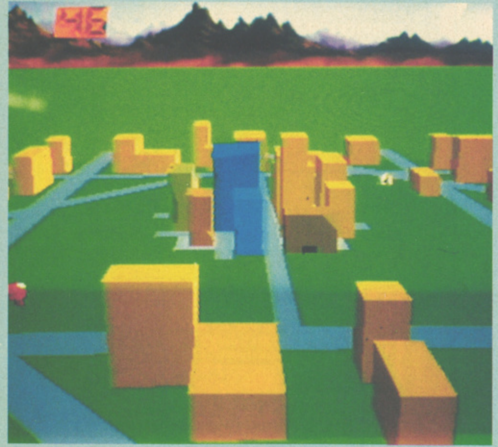
W Industries, the guys who pioneered the use of virtual reality as a base for arcade machines, are about to unveil what could be the best blaster of all time.

The game, called **Walker** features up to four machines linked together for multi-player antics. You control a massive robot and "drive" it around a vast cityscape. Also inhabiting the city are your fellow players and a number of rather vicious alien drones.

The object of the game is to destroy all your friends and evade enemy fire. Couldn't be simpler, but the use of the VR system brings a whole new dimension to the shoot em up theme. You simply don the helmet and start playing.

Those of you who've tried Virtual Reality will know how confusing and exciting it is - and those who haven't should start searching the arcades for a Walker machine. The tension generated by the 3D environment is amazing, and we reckon this game is going to be huge.

Another virtual delight is a game called **Nightmare**, this too is a fast moving shoot em up and it's a cross between **Tron** and **High Noon**. Excellent stuff, it looks as if VR is set to take off in a big way! More news on these very pages soon!



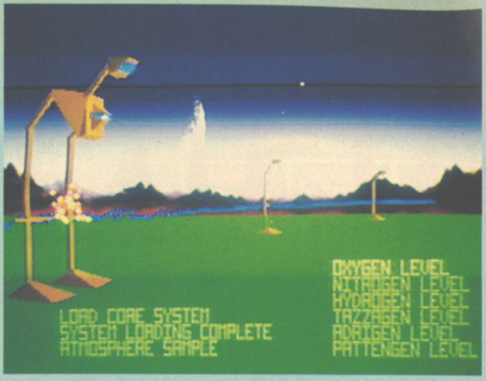
NEC'S DARING DUO

NEC, the people who brought you the PC Engine, have just launched a sort of sequel. The PC Engine Duo as it's called, is a PC Engine with the CD ROM built in.

Big deal, you might say, but NEC have tarted it up and stuck in a few extra goodies for good measure. These include a faster CD drive, bigger memory and none of the loading lag of the old machine.

The sleek grey unit is much more attractive and is doing a roaring trade in Japan, where impatient punters are snapping it up instead of waiting for the Megadrive CD ROM.

But what about the old PC Engine owners? Well, NEC have released the Super System Card Version 3 - which means you can use the existing CD Rom with the new software. The latest batch includes two excellent versions of very big games, namely **Populous** and **Prince Of Persia**, and the latter looks like the best version yet. Hurrah!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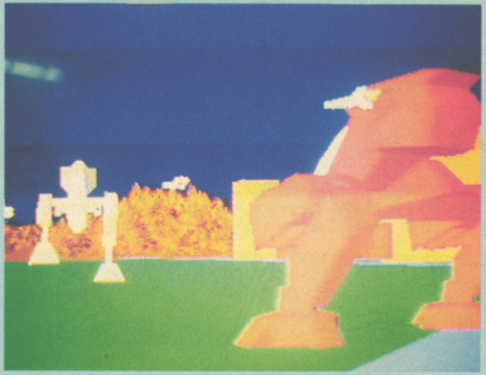
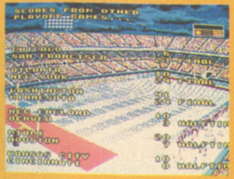


MORE YANKEE YARDAGE

Stealing the thunder from Joe Montana 2 is the long awaited sequel to Electronic Arts' John Madden's Football. Imaginatively titled **John Madden's Football 2**, it's basically a much revamped version of the first game.

There are a few major differences, like more teams, more and different plays and enhanced graphics. The viewpoint is the familiar 3D used in the first game, but the whole thing is a lot faster and smoother than the original.

When it comes out late this year, JM2 will cost about forty quid. Initial impressions are excellent and it looks well worth that extra tenner. Existing Madden's owners will be foaming at the mouth in anticipation of this game. Watch this space for the full-lowdown on the John Madden-Joe Montana head-to-head!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MEGADRIVE GOES TALKY

American Footie fans will go nuts for the latest offering from Sega. **Joe Montana's Football 2** is ready to set new standards in Megadrive presentation. "Wait a minute", we hear you cry, "Joe Montana 1 was a bit poo, wasn't it?"

You'd be right, but JM2 is a whole lot better. It plays completely differently to its predecessor, with a more arcadey feel to it. The biggest difference though, is in the speech. A sampled, crystal clear commentary is spoken all the way through the game, with calls for touchdown, sacking and general comment on the score and the way the match is being played! It really is jaw dropping stuff and has to be heard to be believed. Check out the full review in next month's issue!

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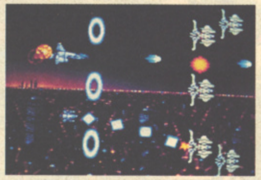
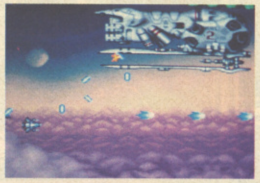
NEWS

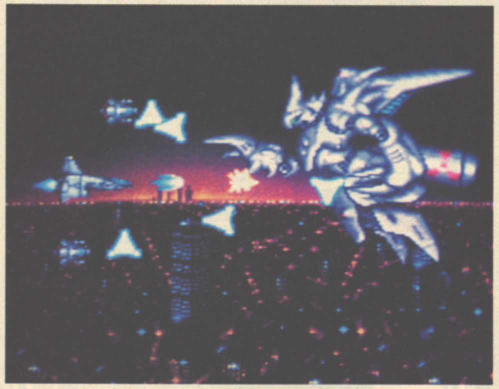
FAMICOM BLAST ACTION





A brand new Famicom blaster roared into the **CVG** office a tad too late for review, so we thought we'd tell you about it anyway. Called **Super Earth Defence Force**, it's a horizontally scrolling shooter which bears more than a passing resemblance to **UN Squadron**.

First impressions are favourable, with lush backdrops, groovy sprites and nice music. We'll bring you a full and in depth review next month, so don't miss it!



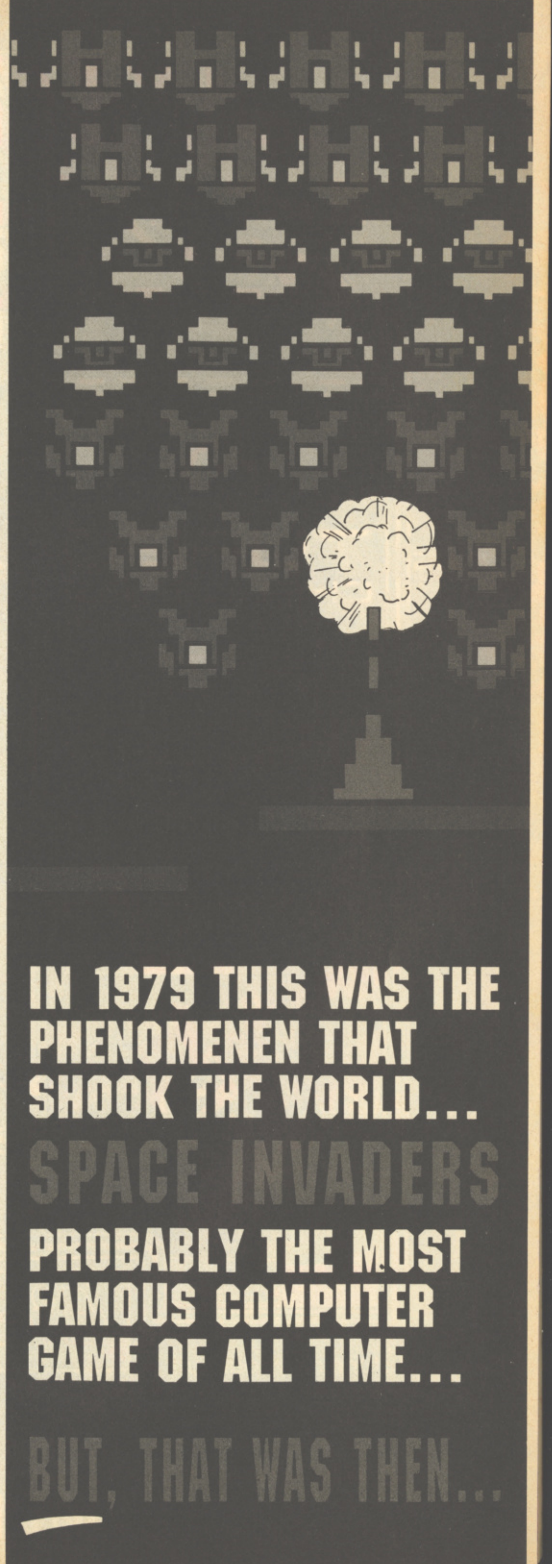
IT'S MEGA! IT'S MEGATECH!

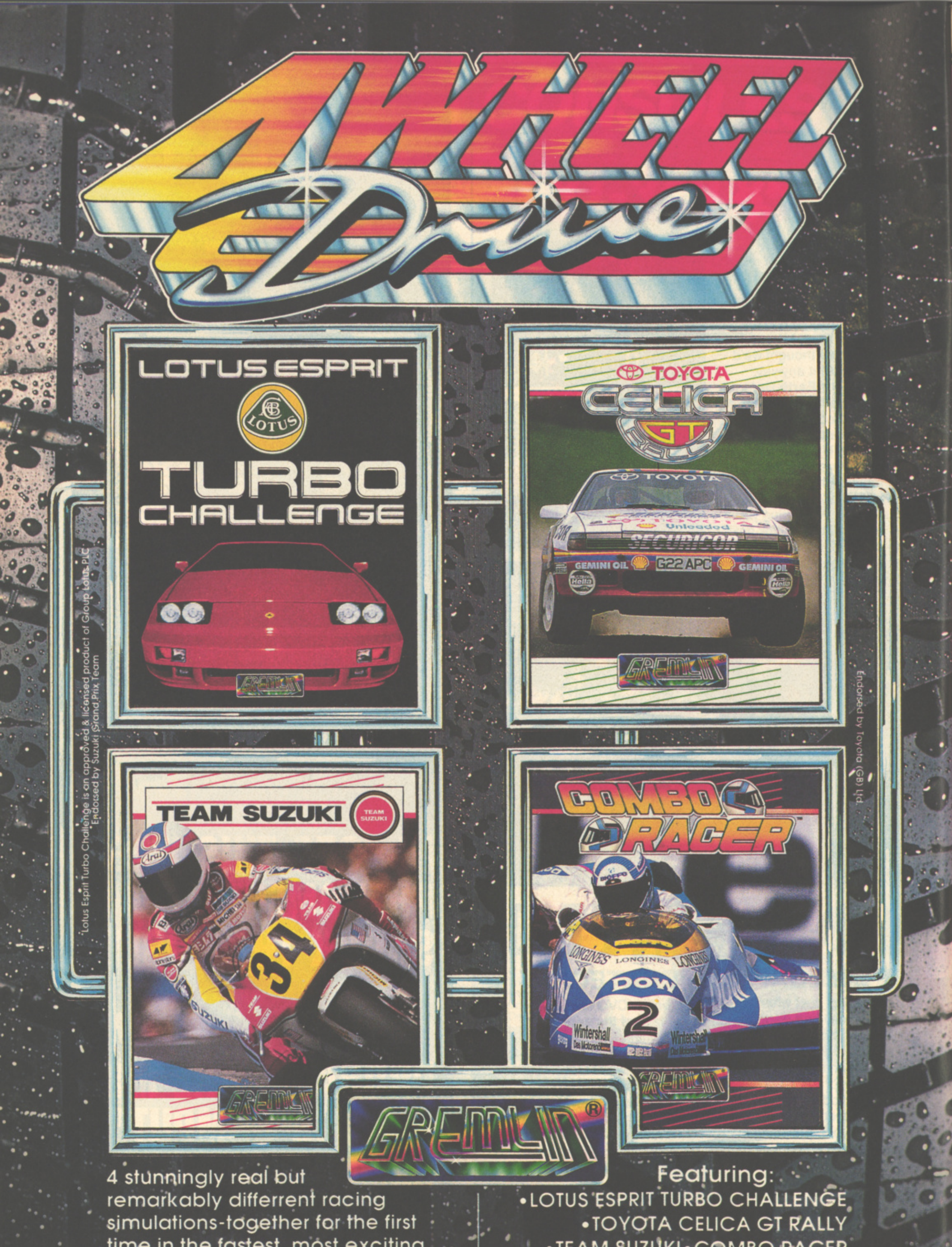
Amazing! Just when you thought former CVG hero Paul Glancey had disappeared off the face of the earth, he's back with an utterly wicked Megadrive mag!

Megatech is the name of this white hot little number, set for stardom on the newstands from the beginning of December at a measly £1.95. **CVG** newshounds tracked down the man Glancey fiddling with his plug leads and this is what he said:

"**Megatech** is a magazine devoted 100 per cent to Megadrive players, providing massively detailed guides to beating the greatest Megadrive games, reviews of every Megadrive game released every month, a huge expert help column and an ongoing buyer's guide!"

Crumbs! Like **CVG** and **Mean Machines**, mega mag **Megatech** is published by EMAP Images - so if you're a Megadrive owner you know this is going to be the perfect complement to Britain's best games mag. Grab it quick!

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First off, all you have to do is buy your software from any of the Mail Order companies advertising in this month's CVG and GO! Once you've bought your stuff, register your entry for our great giveaway by recording your name and address, plus the company you ordered your stuff from, on this special Mail Order giveaway number:

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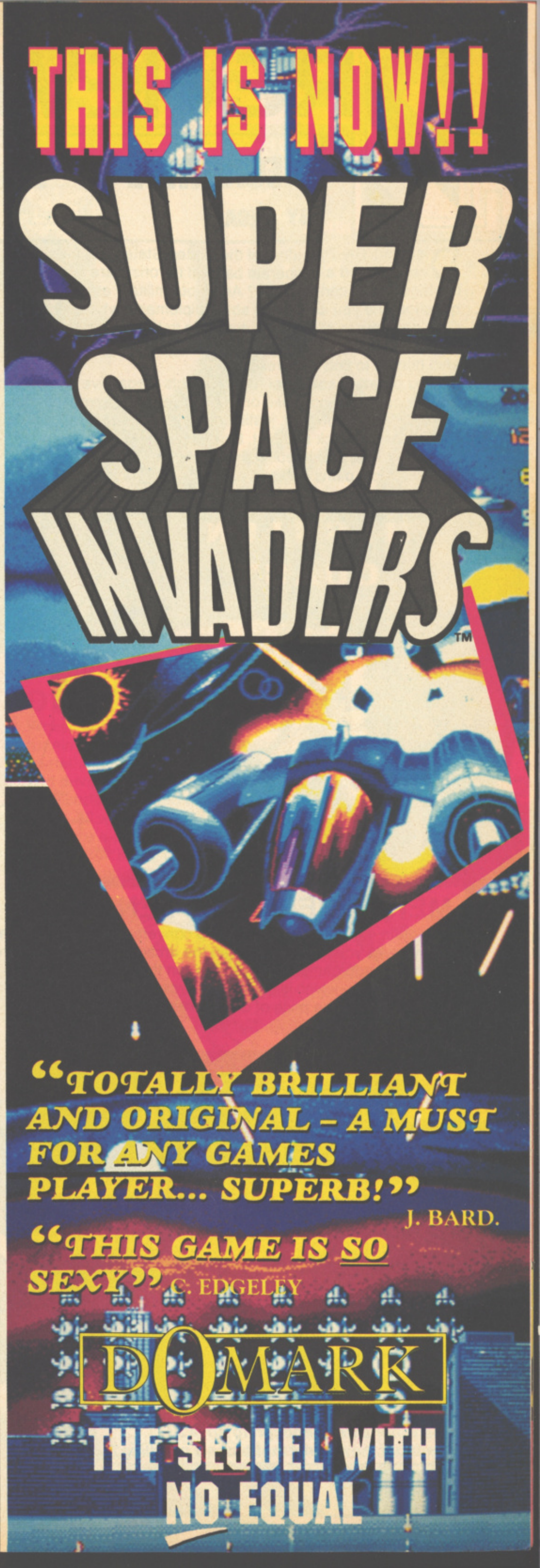
At the end of each month we'll pick one lucky lad or lassie out of the hat and, if the caller is a genuine customer, give that lucky blighter the console of their dreams. It's that simple!

So what are you waiting for? Get those goodies and grab that Famicom!

Special note: If you're under 18, make sure the person who pays the phone bill has given you permission before you start dialling. Calls are charged at 36p per minute (off peak) and 48p per minute (peak rate).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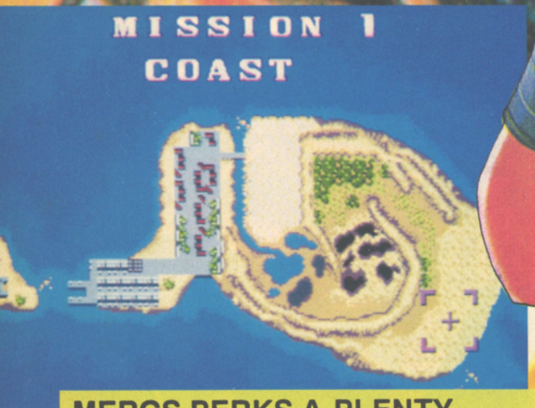
BY SEGA

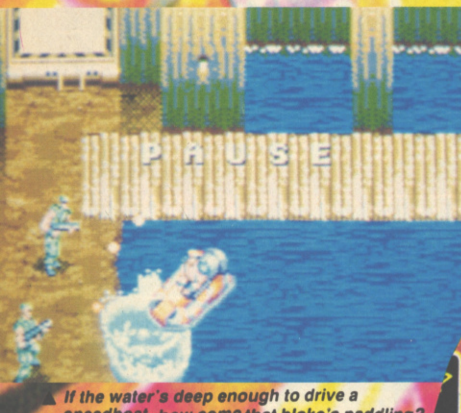
Disaster! The President of the United States has been kidnapped and a desperate band of terrorists are holding him hostage! What can be done? An all-out military assault is out of the question and you can forget about diplomacy, whatever that is. Only one course of action is available to the Chief of Staff: contact the country's top mercenary, pay him a vast amount of money and ship him off to find the Prez...

You play that soldier of fortune in this Megadrive conversion of the Capcom coin-op. Take on the [illegible] of the terrorist regime in an all-out battle for truth, justice and the American way. The enemy will be coming thick and fast, both on foot and in a variety of vehicles - all intent on keeping their prize catch. It's up to you to ensure their foul plans come to a swift and undignified end!

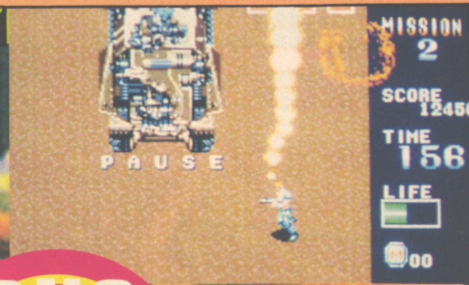


MERCS PERKS A-PLENTY

Like quite a few Megadrive coin-op conversions, the Mercs cartridge gives you more game than the arcade did! As well as the normal arcade game, you're also given the option to play an Original game, which is more of an arcade-adventury affair. Two games for the price of one! Incredible, eh?



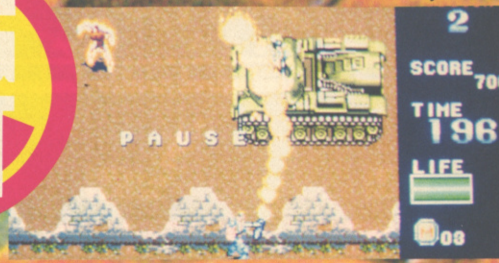
◀ If the water's deep enough to drive a speedboat, how come that bloke's paddling?

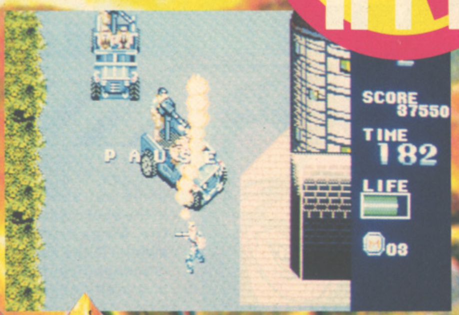


◀ "Tanks" for giving me this crap weapon to kill the end-level baddy!

Fantastic Four's Human Torch is here to save ▼ the day!

CVG HIT





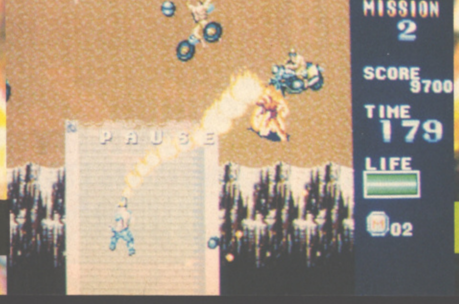
DON'T BE A MERCS BERK

Whilst most games of this genre see your character continually running around, shooting everything in sight, Mercs gives you something extra - the ability to jump into an unmanned vehicle and drive around, shooting everything in sight! Some of the jolly transportation dotted about the levels include tanks, boats and jeeps, all with well 'ard mounted weaponry. And on level three, there are a couple of gun emplacements bolted to the ground which, after killing the operators, you can use yourself to send the surrounding enemy to that great battlefield in the sky!

MAKE YOUR MERC SMIRK

Extra lives are for cats, not Mercs. Our hard hero is given an energy bar which can be topped up by shooting the crates containing food and first-aid kits and collecting the contents. Also, some of the cases contain life enhancers which increase the size of the energy bar, giving you more slaughter power!

▼ A flaming good time with the bikers.

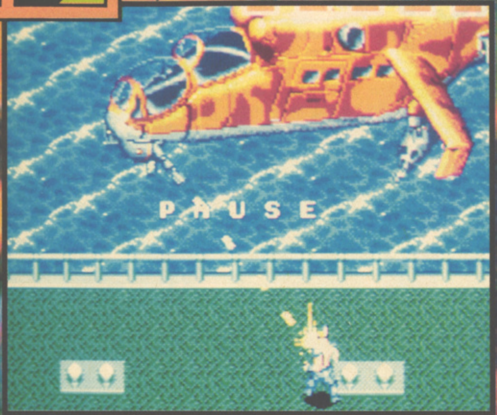


Mercs in the arcades was a hard and fast affair which would be difficult to convert to home machines. Sega have risen to the challenge and met it head-on, producing a cartridge which is almost identical to the original in every way. Everything is here: all the levels, all the baddies and all the fun, excitement and adrenalin-pumping action so abundant in the coin-slot version. There are loads of weapons to pick up - my personal favourite must be the flame-thrower which jets forth a huge stream of fire, incinerating everything in its path. Sprites and backdrops are of a high quality, although they seem to have been through a hot wash, having shrunk slightly during their transition to Megadrive. Sound is ace: a mixture of musical treats and effective spot sounds bring the game alive. One word of warning - don't, under any circumstances (even if you're a blaster biff!) play Mercs on Easy level. Take on either Normal or, better still, Hard difficulty which mimics the arcade setting - giving the player a good value shoot 'em up which Megadrive owners should snap up.

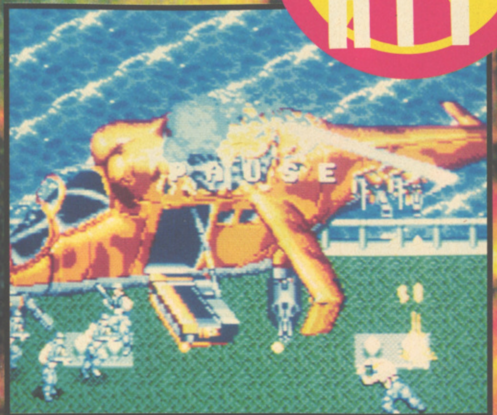
PAUL RAND

CVG HIT

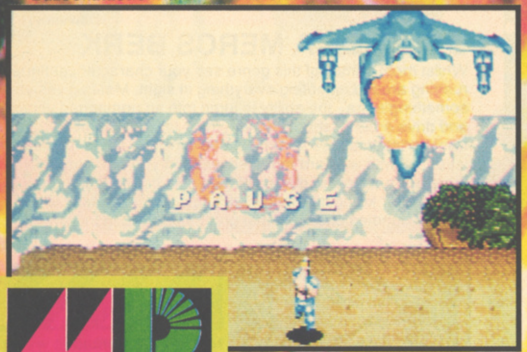
You'll need more than that to save you from this big chopper!



Mr Fairy Merc hides behind the scenery to escape the big boss.



Bazookatastic! Hard man Merc takes out the Harrier.



MEGA DRIVE

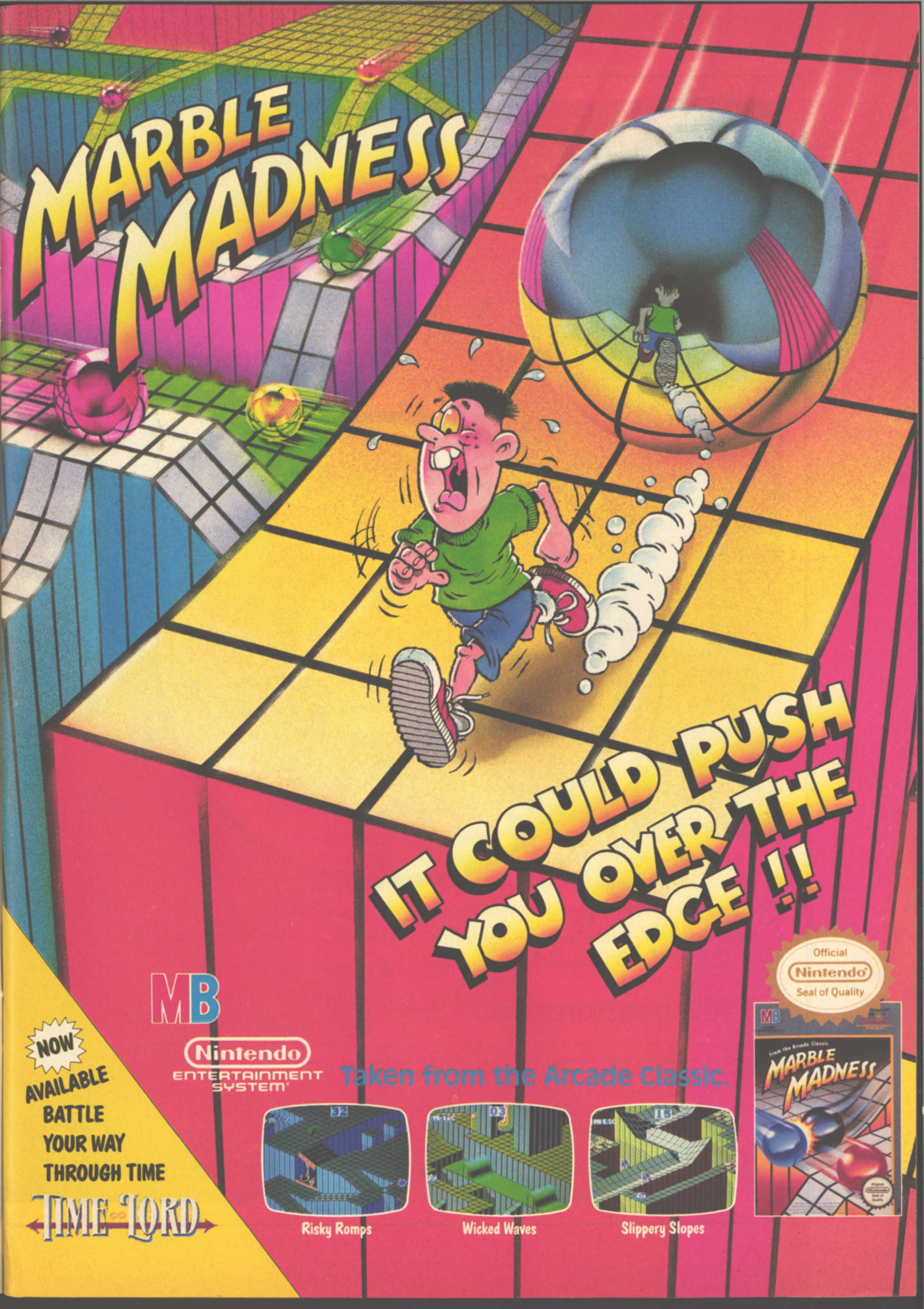
THANKS...

...to Console Concepts (0782 712759) for the loan of the Mercs review cartridge used in this review.

Strap on your best blasting booties and prepare for some hot stomping action in the best blast I've seen on the Megadrive in quite awhile! Quite simply, Mercs is a magnificent conversion of a pretty spanky coin-op, with the unbelievable bonus of two different games stuffed onto one cart! Great graphics and sound all add to that arcade feel, but it's the gameplay stakes where Mercs really comes into its own. Hard enough to keep you coming back for more, you'll be constantly amazed by the sheer variety of the levels and features packed into this stunning game. Controlling your Merc is a joy as he stomps around the scrolling playfield packed full of bad guys to blow away at the touch of a trigger, and those end of level bosses blow everything else out of the water! If you're a fan of romping shoot 'em up action and you've only got spondulicks for one cartridge, make sure this is it. Mercs is mega - the best blast I've seen in ages. Buy it, turn the lights down low and turn your bedroom into an arcade - 'cos that's how good it is.

TIM BOONE

MEGADRIVE	
GRAPHICS	92
SOUNDS	90
PLAYABILITY	92
LASTABILITY	91
OVERALL	92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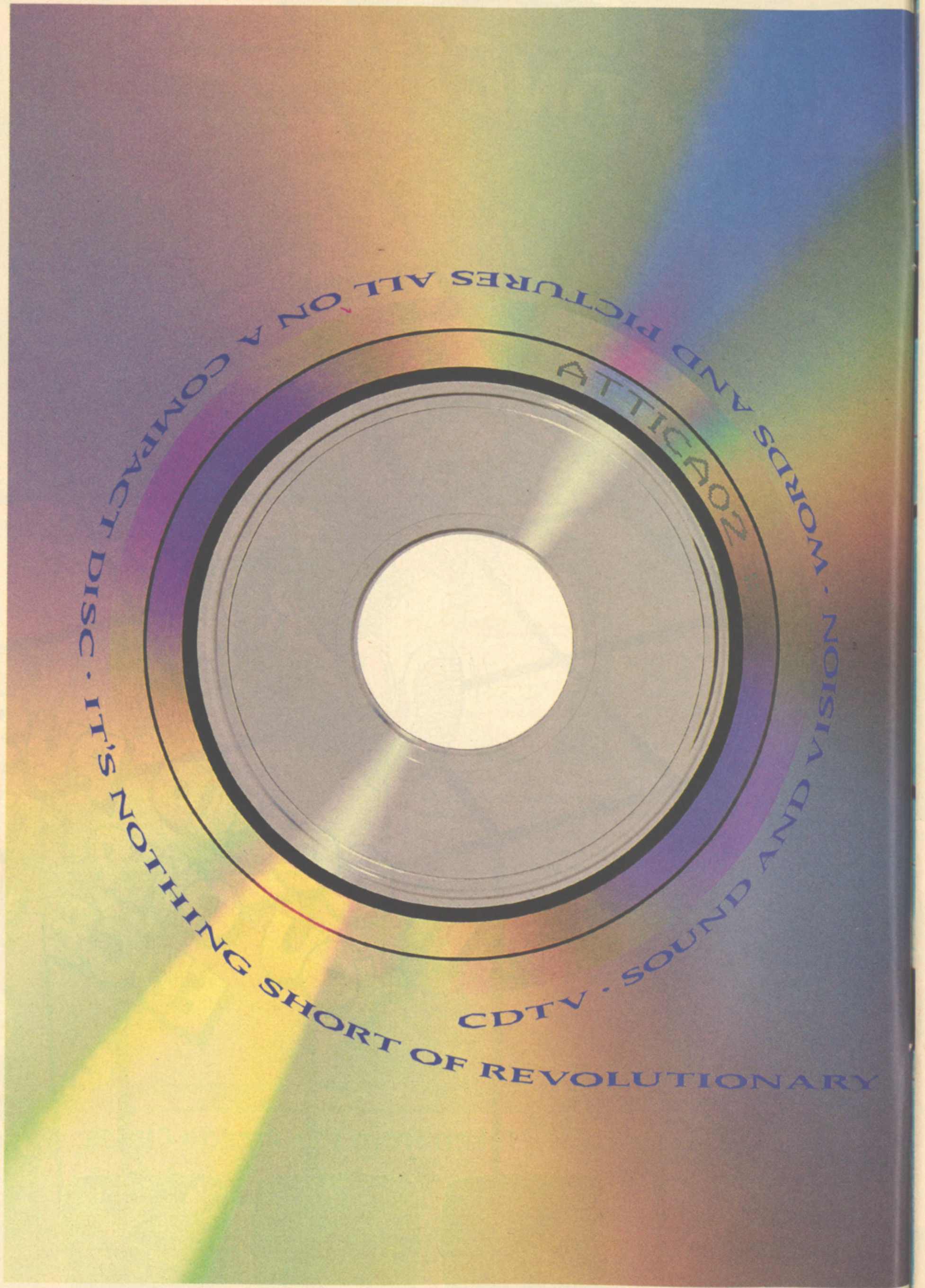
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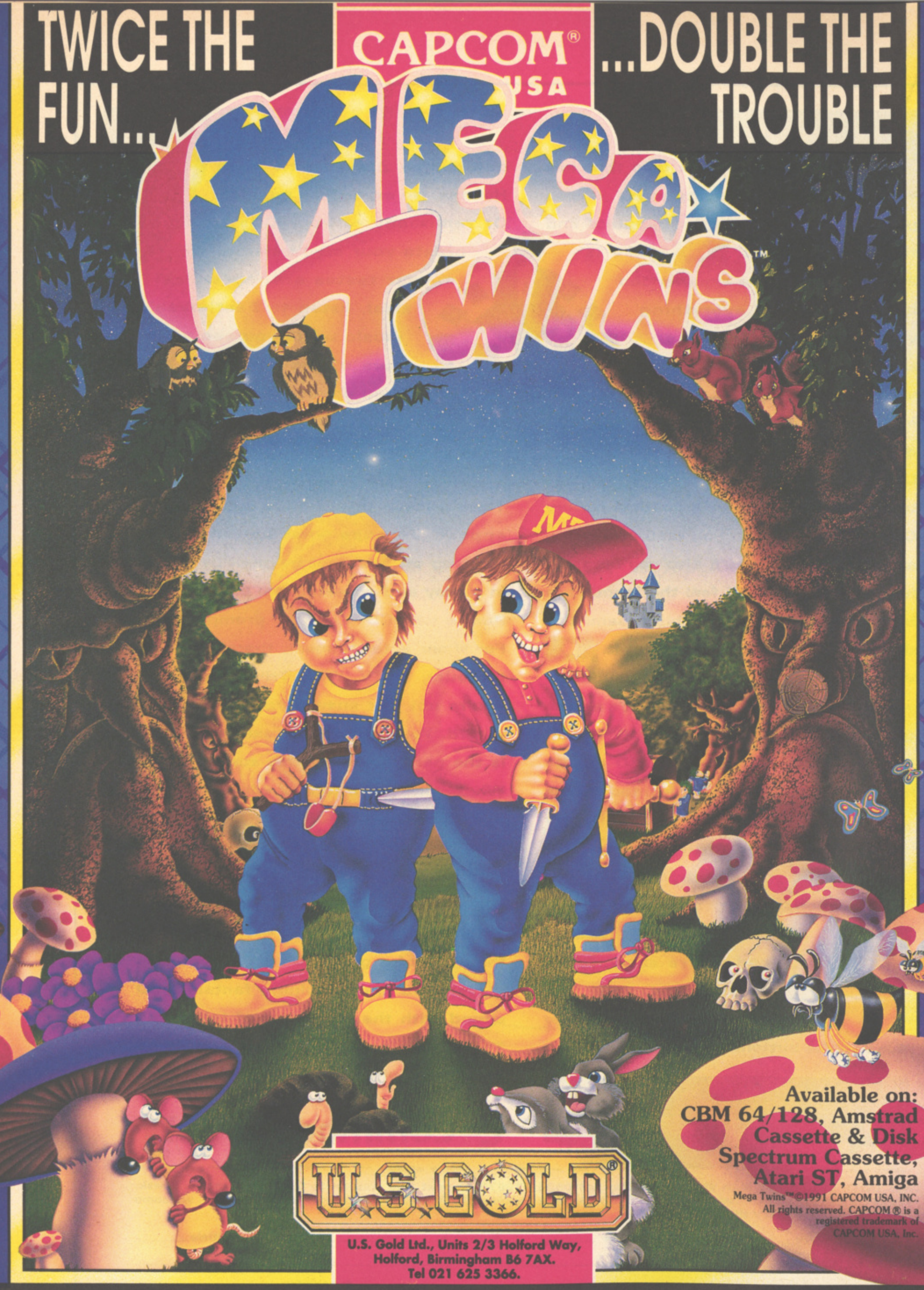

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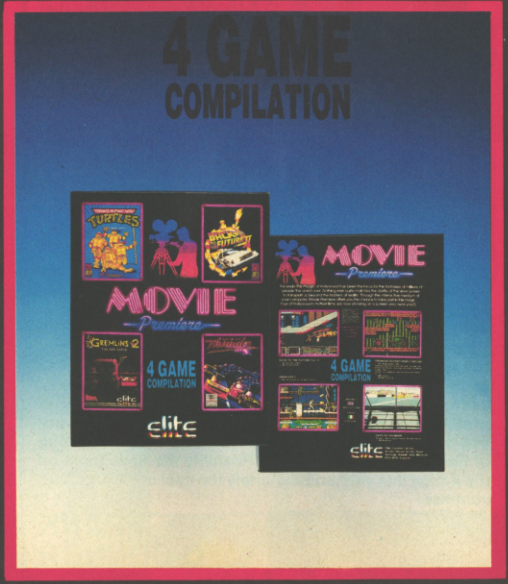
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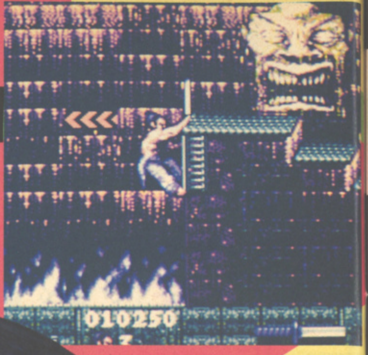
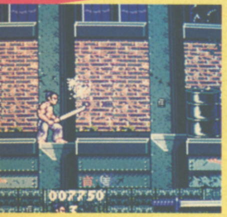


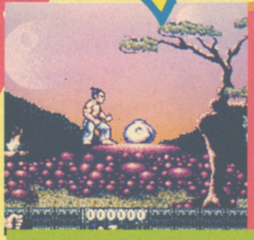
Samurai. The ancient warrior class of feudal Japan. Honour, loyalty and integrity were the guiding principles of their life. Oh, mind you, they did like a spot of mindless violence too. When the word Samurai is mentioned, immediate images of sword wielding, armour wearing, horse riding lunatics spring to mind. Quite right too, cos Samurai are right tasty geezers when it comes to a rumble. The Samurai in this story is a young trainee, learning his craft from Japan's greatest sword master. Unfortunately, this sword master has annoyed the local demon. In a fit of rage, he murders the sword master and tries to bump off the apprentice too. Calling on all his powers of Zen prayer, he calls up an ancient wizard. The wiz casts the demon into a time vortex, accidentally sending our hero with him. Into the future they go and the scene is set for a hacking, slashing, chopping, lopping gorefest. The game takes the form of a horizontally scrolling platform slash em up. It borrows heavily from other titles in the genre, including the likes of Strider, Legend Of Kage and Shadow Dancer. The object of the game is to make your way to the skyscraper where the demon is hiding out and kill the sucker! Sounds easy, huh? Fraid not. First Samurai is huge. Tons of big levels and big baddies to defeat, as well as a fair old sprinkling of hidden objects.

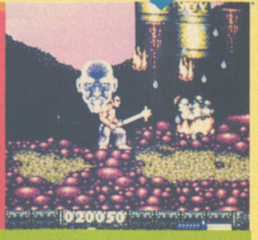
FIRST SAMURAI



Yahoo! A brilliant game that doesn't rely on big names or arcade licensing to make it stand out. First Samurai starts of great and just gets better and better. It looks at first like a bog standard platform beat em up, but appearances can be deceiving. There is just so much to do! There are absolutely squillions of moves to learn and weapons to collect. The use of magic to solve problems adds just a hint of strategy and adventure, but enough to lift this game above the thronging masses. The graphics are excellent. Superb backdrops and detailed sprites, all animated with style and grace. Watch that groovy "speed blur" as the Samurai swings his chopper! I've never seen speed blur quite like it! Apart from the obvious graphical treats, there's the brilliant sampled sounds. Screams, tunes, explosions. All sampled and all superb. Best of all is the huge scale of the game. there are masses of levels, each of which is a labyrinthine maze, packed full o' problems and foul denizens. If kicking ninja ass is your cup of tea, then you better get yourself a steaming mug of First Samurai and pronto. Possibly the best game on the Amiga this year and definitely the best of its kind. Cor, yummee!

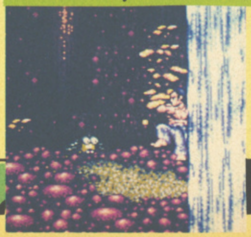
FRANK O'CONNOR

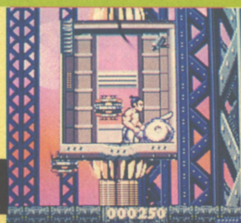




THE WONDERFUL WIZ

To aid you in your quest of doom, a wizard can be called upon in times of danger. This wiz is the same incompetent old giffer who sent you to the future in the first place, so his help is a bit suspect if you ask me. Still, you occasionally come across insurmountable problems and he can sort em' out. For example, on the first level there's a volcano which is impassable. Calling up the wiz causes a rainstorm which soothes the raging fire. to enlist the help of said wiz, you have to collect bells. When rung, up he pops and if he can help he will, if not he gives you the bell back. Easy!

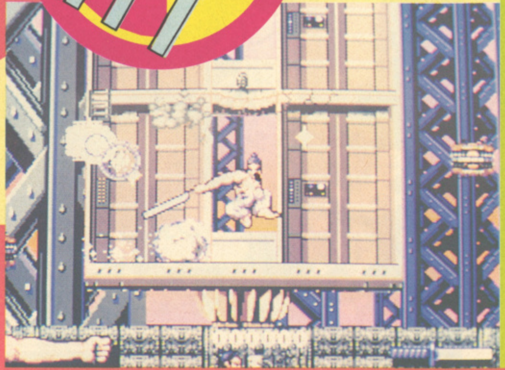


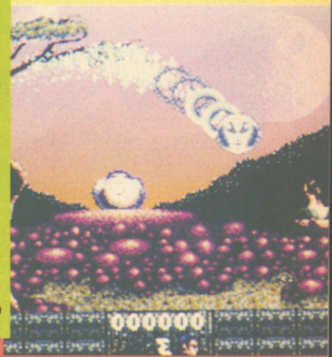


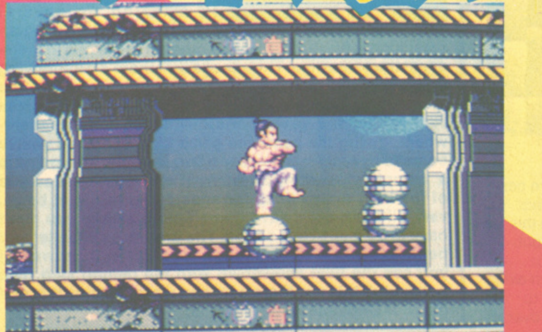
CVG HIT

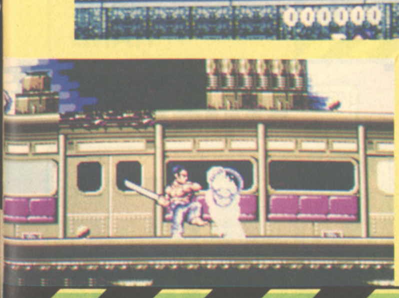
THE MAGIC POT

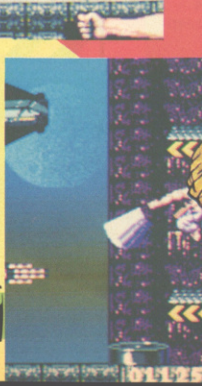
Dotted amongst the scenery on each level, you will find big round pots. These pots are restart points, but at a cost. You have a sword icon at the bottom right hand side of the screen. This represents your martial spirit, or "Ki". If you crouch beside a point, this spirit level (ho, ho) will decrease. This means you have to decide whether starting a little further on is worth losing energy for. Sometimes you can make it to the next pot, but so tough are the baddies, that you'd have to be a superhero to do it.



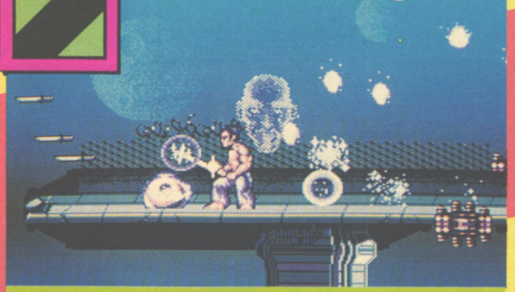


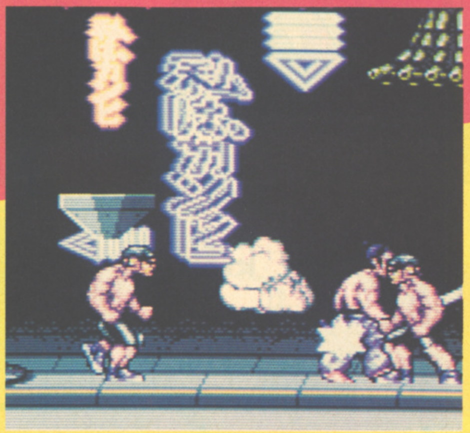






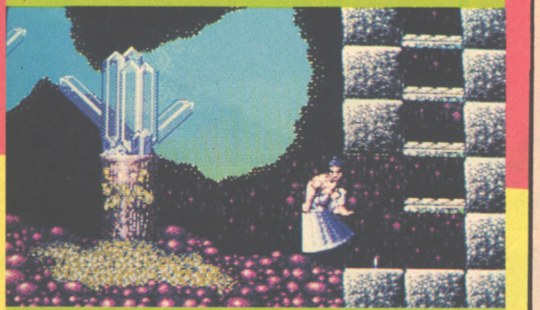
FIRST SAMURAI





MARTIAL SPIRIT

Killing the enemy is not only satisfying and fun, it's also very profitable. At the bottom of the screen is an sword. The length of the sword determines your martial spirit level. This endows you with several useful features, one of which is the use of your sword. If you let the sword length diminish (by colliding with baddies), then the sword flies away and the samurai gets a bit upset. The other ability you can lose, is the power to throw weapons. These are useful for bumping off otherwise innaccessable baddies. Killing the evil critters releases a spark of energy, this is absorbed by our sword-swinging hero and bumps up his spirit level. Hurrah!

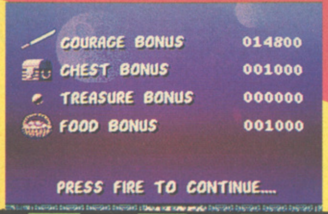


SAUCY SAMURAI FACTS!

Did you know...that the Samurai class of feudal Japan were perfectly within their rights to lop the heads off peasants who accidentally touched their sword? The Samurai believed that this kind of instant justice bred fear and respect in the general public. It worked too, because the Samurai stayed in charge for over three hundred years. Ironically, it was us geezers from old Blighty what put paid to their reign. The Japanese needed to trade and what not and eventually Western influence took over. Men started wearing suits and smoking pipes. The glorious tradition of the Samurai was diluted and may eventually dissappear. Aaah.

Strike a light! If it isn't one of the best platform beat em ups ever! Vivid Image have really gone to town on this one. It's been in development for more than a year and it looks like all that effort has paid off. The game is amazing on several counts. For a start, it's gobsmackingly huge and it keeps most of the levels in memory at the same time. This means that there's no annoying multi-load between levels. The graphics are fab, the sound is awesome and the range of moves available is vast. He can pick up weapons and hidden bonuses everywhere, giving the game the same kind of appeal you've come to expect from the Mario Bros. series. This game is a completely neato achievement and must rank as one of the best Amiga titles for ages.The game is at times, very difficult, but a save game option means you don't have to do it all in one sitting. The graphics get better and better as you progress through the game and just wait till you see the final showdown with the demon king. Top notch stuff this and there's no excuse for leaving this one off your Christmas shopping list.

PAUL RAND



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AMIGA	%
GRAPHICS	93
SOUNDS	89
PLAYABILITY	92
LASTABILITY	91
OVERALL	92

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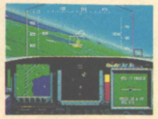

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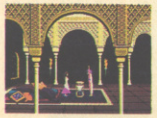

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MASTER SYSTEM £29.99

BY SEGA

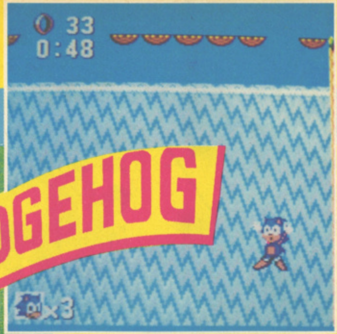
SONIC THE HEDGEHOG

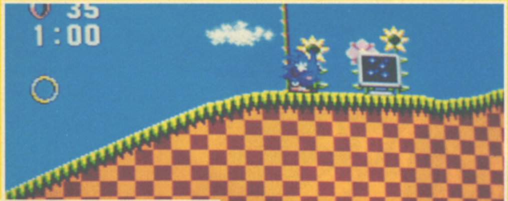
He's small, he's spiky, he's blue and cor blimey he's fast! He's Sonic the Hedgehog, he's Sega's superhero and now he's on the Master System!

Sonic's a small spiky star with a mission: to free all his furry friends from the clutches of the evil Dr Robotnik, who's captured all of Sonic's pals, brainwashed the poor critters and encased them in biomechanoid armour.

To free his friends, Sonic must race through four zones - each consisting of three scrolling zones. On his travels he'll find all sorts of hazards and puzzles, not to mention Eggman's forces - out in force to thwart our hero.

Luckily Sonic can fight back by curling himself into a ball and leaping into any enemy, skewering them on his spikes. If that's not enough, he can turn himself into a whirling rodent of doom to put paid to the bad guys at a stroke by literally going Supersonic!





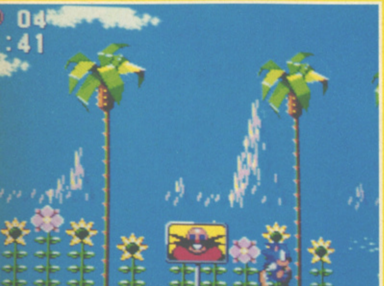
SONIC
THE HEDGEHOG
SEGA
TM

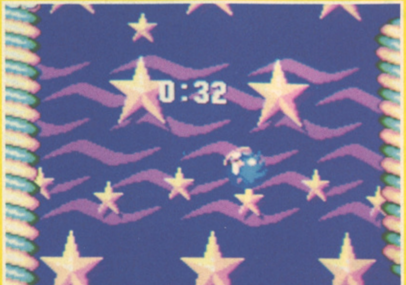
MEGA ON THE MASTER!

OK, the first thing you need to know is that Sonic on the Master System is a completely different game than the Megadrive version!

This is by no means a straight conversion from the System's big brother: the layout of all the levels has been radically changed, the bonus screen is completely different and the whole thing is blooming brill!

This is big news for Master System owners everywhere: it means you have your own Sonic game which even your Megadrive-owning mates can't play unless they invest in a Power Base Converter to play one of the hottest games around!



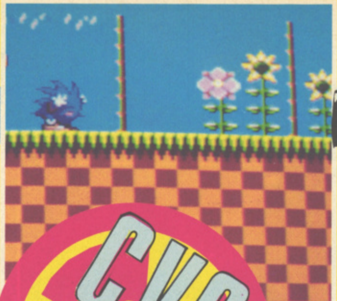


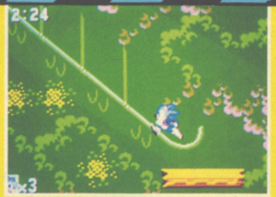
MAGIC RING MALARKEY!

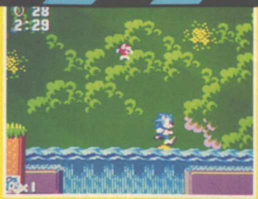
By collecting the magic rings which lie scattered around the land, Sonic can earn bonus points and a bit of protection into the bargain. Contact with an enemy is neutralised by the rings, but on collision with a baddie he'll lose all the rings he's just picked up! If Sonic has no rings left and collides with something 'orrible, that's one life less in your quest for success!

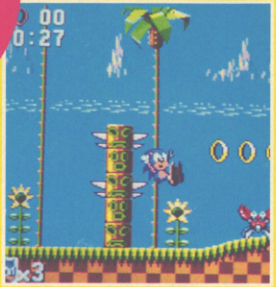
But here's the good news: if Sonic can collect more than 50 rings he'll be transported to the bizarre bonus level for all sorts of fabby fun 'n' japes - just the way you like it!

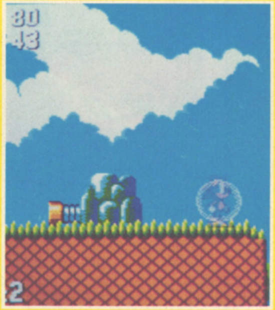
CVG HIT











MONITOR MADNESS!

Hidden at various points around each area lie computer monitors, which bestow Sonic with a special bonus once busted open:

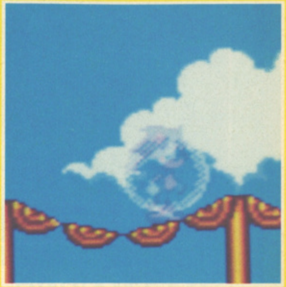
RING: Gives Sonic an extra 10 rings.

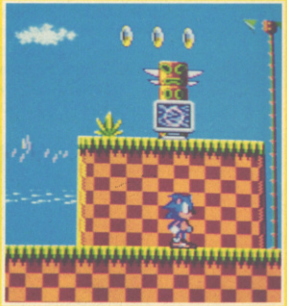
SPARKLE: Encases Sonic in a glittering magic shield, which allows him to race through nasties without getting a scratch! Careful, though, as this is only temporary!

SHIELD: Similar to before, but this surrounds Sonic with a large protective sphere, which vanishes upon contact with anything lethal!

MAGIC SHOES: Makes Sonic even faster than ever (however difficult that may be!). Only temporary, but helps our spiky star reach parts of the level that other hedgehogs cannot reach...

SONIC: Gives Sonic an extra life!

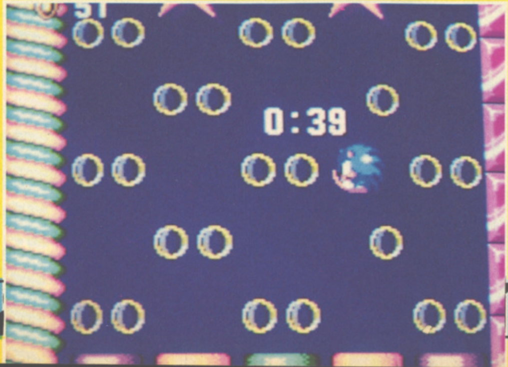




BONUSES! BRILL BOUNCY

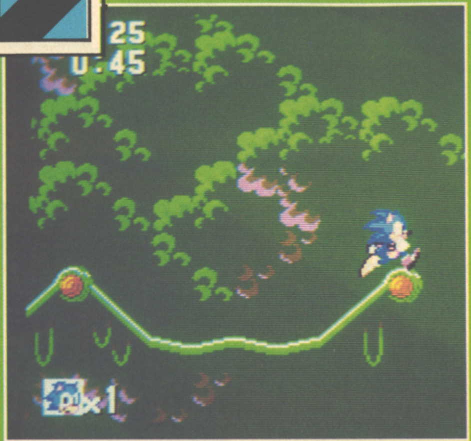
More good news for Master System Sonic fans - the bonus screen is different from the Megadrive version! Instead of the swirly-spinny collect the rings spectacular, our Sonic goes bouncing bonkers to grab as many rings as he can!

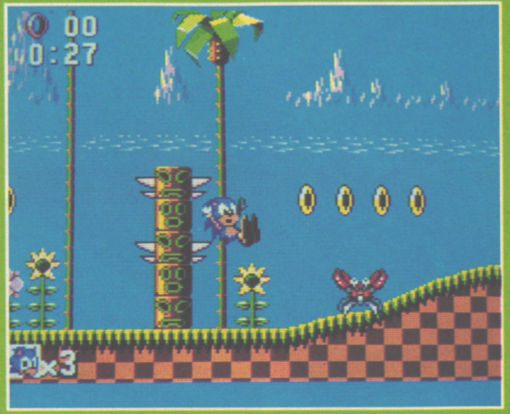
It's a laugh and a half as our spiky blue superstar leaps and bounces about the screen - and you'll only see it on the Megarive's little brother. Hurrah!



They said it couldn't be done, but Sonic's arrived on the Master System and he looks just as good as he did in Megadrive form! With the benefit of a few tweaks, the Sega programmers have produced a Sonic game that looks superb, has the smoothest, fastest scrolling ever seen on this machine and is packed full of new features, including new screen layouts, brilliant bonus screens and more hidden items and bonuses than you can shake a spine at. My only gripe is that the game's too easy. It's also a fault of the Megadrive version, but it would have been nice to have a bit more challenge! Still, there's plenty to do in the game, and you constantly go back to it to see whether you missed anything and whether you can improve your score! Ask Santa to bring you a copy...

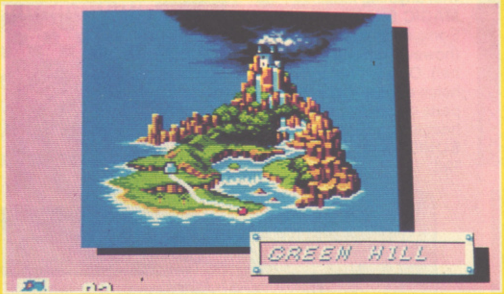
JULIAN RIGNALL





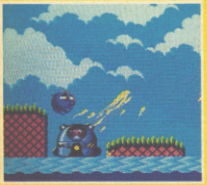
MAP MAKING MERRIMENT!

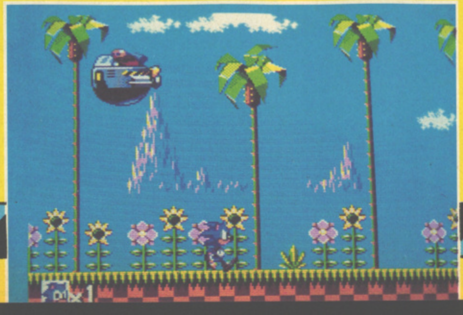
Sonic on the Master System even manages to add a few improvements to the Megadrive original - which is saying something! For example, at the start of each level a huge picture of the land pops up on the screen so's you always know exactly where you are and which level your on and have a good old gander at all the thrills still to come!



OH NO, IT'S DOCTOR DOOM!

At the end of each zone, our sky-blue spiky-top is confronted by the evil doctor himself, intent on turning Sonic into hedgehog pie. It's up to you to guide our hero through these thrills 'n' spills and make it through to all the laffs hiding on the next level!

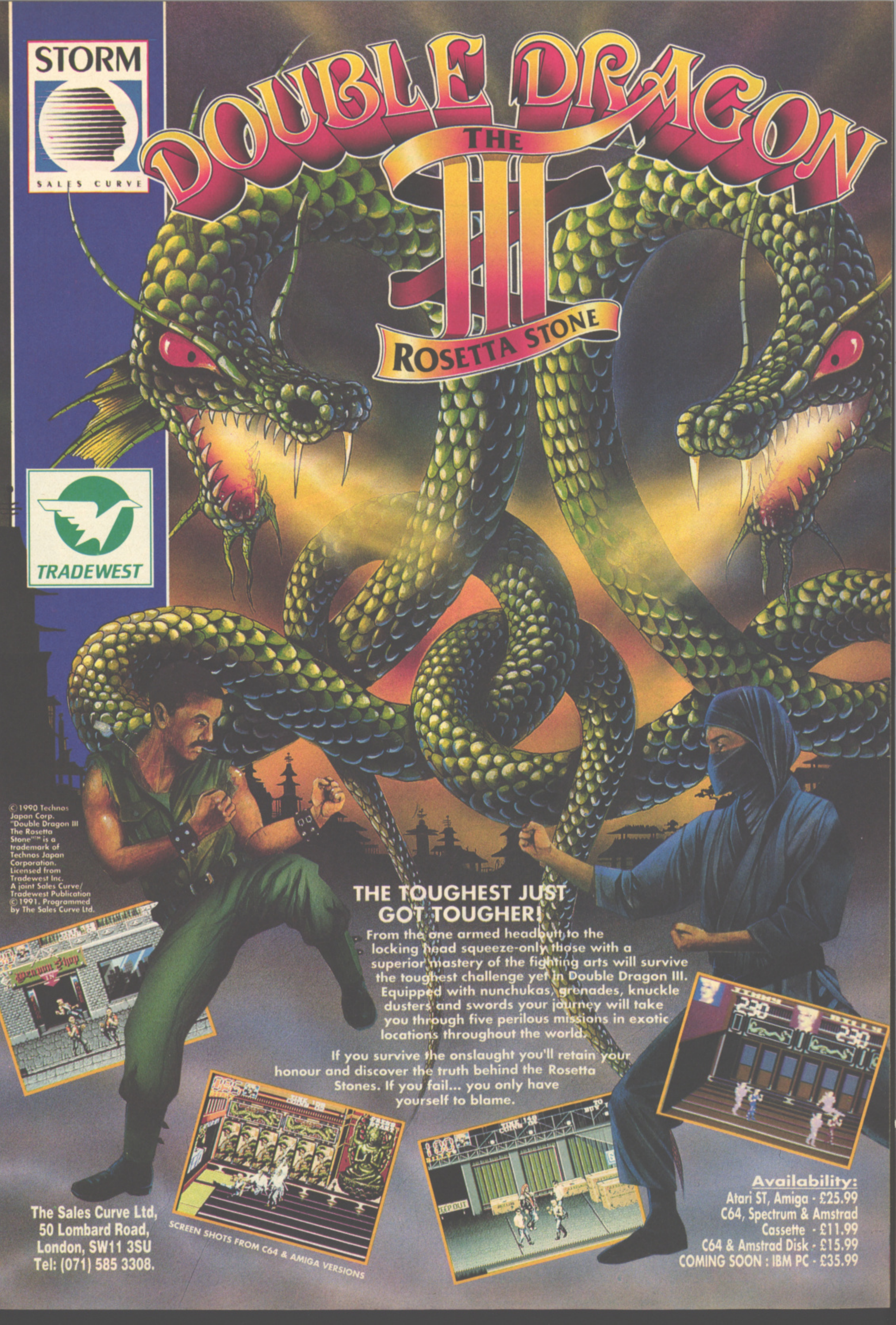




YAHOO! Just when you were getting fed up with your Megadrive-owning mates getting all the good stuff, along comes Sonic on the Master System with a new style game you won't find anywhere else! This is what Master fans the world over have been waiting for, and what a debut this is for everyone's favourite Sega superstar! Sonic pelts around the smooth-scrolling screen at a fair old lick and there's loads to explore throughout this feast of gorgeous sprites, beautifully detailed and colourful backdrops. Sound is a fair enough rendition of those Sonic tunes, but it's in the playability stakes that Sonic really grabs a gold. Even though there aren't that many enemies around and they're fairly easily dusted, the urge to explore will keep you coming back again and again until you've finally beaten the game. Grab Sonic a bit quick and watch your mates' jaws drop, even if they have got Megadrives. I guarantee they'll queue up for a go and your head will blow up like a balloon 'cos this is brill.

TIM BOONE

MASTER SYSTEM	%
GRAPHICS	95
SOUNDS	80
PLAYABILITY	94
LASTABILITY	88
OVERALL	90



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AMIGA **£25.99**

BY GREMLIN

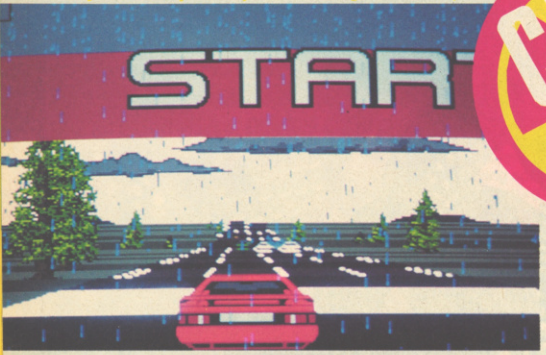
LOTUS TURBO CHALLENGE 2

Fasten that seatbelt and rip up the tarmac in the sequel to Gremlin's exhilarating racer Lotus Esprit Turbo Challenge! This time round the Esprit has a new racing partner: the less powerful, but better handling Lotus Elan - with a spanky top speed of some 140mph!

There are stacks of new courses to contend with, each with their own particular conditions and hazards. There's also a change in overall objective, too. Race across eight distinct levels, each containing a number of checkpoints which you need to reach before the timer runs out.

Keep an eye out too for turbo boosts left by the roadside - giving your Elan a serious kick up the exhaust. Meanwhile, watch for obstacles such as water, oil, fallen trees and, of course, the horde of other racers trying to beat you home!

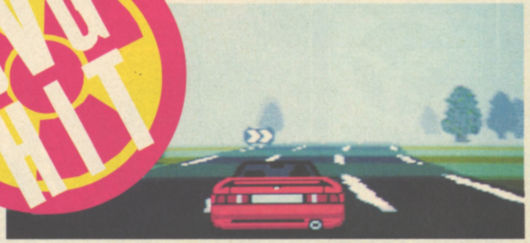
▼ Rainy weather - just the job for some great wheelspins!

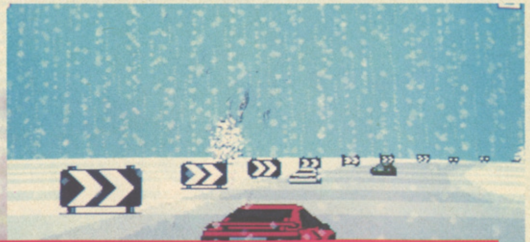


CVG HIT

It's hands up time. I was that man who wasn't all that excited by the first Lotus Turbo Challenge game - I felt that all the pretty graphics in the world still couldn't compensate for the fact that the gameplay was pretty shallow. While Lotus Turbo Challenge II suffers to some degree from the same ailment, the change in playing styles adds a lot to the overall playability. Gremlin have actually improved upon the already brilliant road effect used in the original, making it even smoother and faster, with scores of roadside objects flowing past without so much of a hint of jerk or bounce. There's a real sense of urgency about the game, due mainly to the tightness of the time limits between each checkpoint. Hit one object too many and you'll conk out about an inch before crossing the line - very frustrating, but just the spur required to make you press that fire button and start all over again! The multi-player option is obviously the one which brings Lotus II to life - there's nothing more satisfying than battling against real people - and if you games of this type then here's the one to go for.

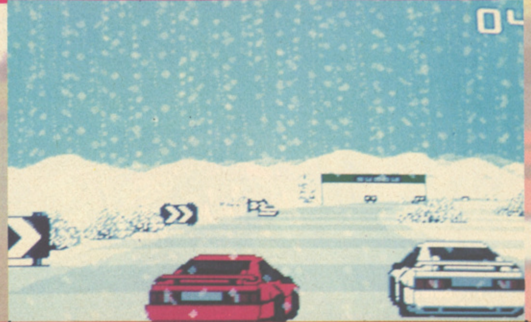
PAUL RAND

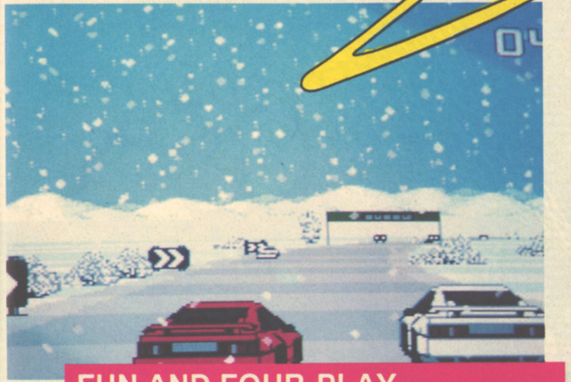




FOG ME, IT'S DRIVING RAIN!

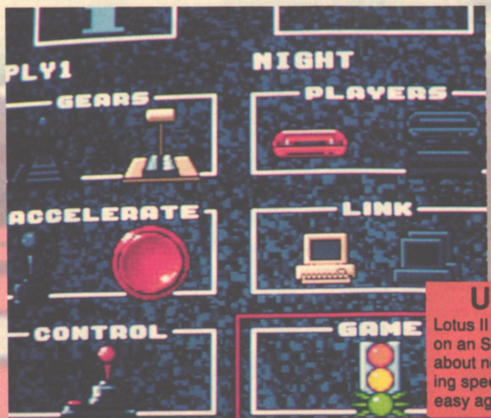
A feature of Lotus Turbo Challenge II which wasn't included in the original is weather conditions. Fog, rain and snow each play a part in making your job that much tougher. There's even a night-time stage, complete with long tunnels full of echoes!





FUN AND FOUR-PLAY

You'll doubtless remember the split-screen, two player option available in Lotus Esprit Turbo Challenge. Well, the sequel has gone one better! As well as this entertaining feature, there's also the possibility to link two machines together - allowing an incredible four players to take to the roads together! Holy Moley!

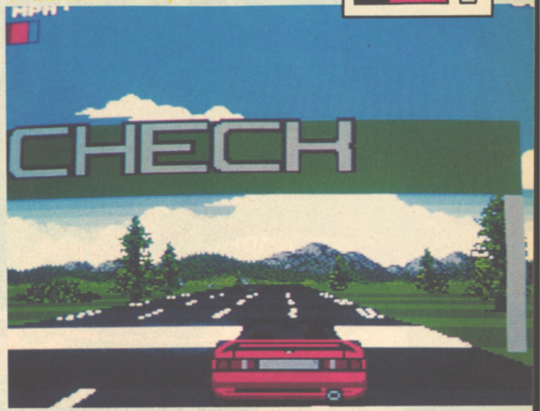


◀ Choose from a whole host of options!

UPDATE

Lotus II should be burning up on an ST near you right about now, so you Atari-owning speed freaks can breathe easy again. Hurrah!

▼ Checkpoint with only four seconds to spare!



Unlike Sad Rand I was bowled over by the first Lotus game - until very recently I was still loading it up for an occasional burn. Now there's no need - 'cos Lotus II is here and it's even better! Basically, Gremlin have listened to all the feedback from the first game, improved the sequel wherever possible and thrown in tons of extra options for good measure. Now you can race through snow, rain or fog - a particularly brilliant effect the like of which I haven't seen on an Amiga before. With so much to see and do and so many ways to improve your game, you'll probably stay glued to the telly until there's a power cut. Graphically excellent, there's a true sensation of speed as you weave your way through the other cars, avoiding all the hazards and desperately trying to clock the best time possible. In two player mode the game really comes into its own With two computers linked up to four players can take part - and here the game becomes a hoot and a half. A worthy sequel which shouldn't be missed.

TIM BOONE

AMIGA	%
GRAPHICS	93
SOUNDS	86
PLAYABILITY	91
LASTABILITY	90
OVERALL	92

BARGAIN
HUNTER

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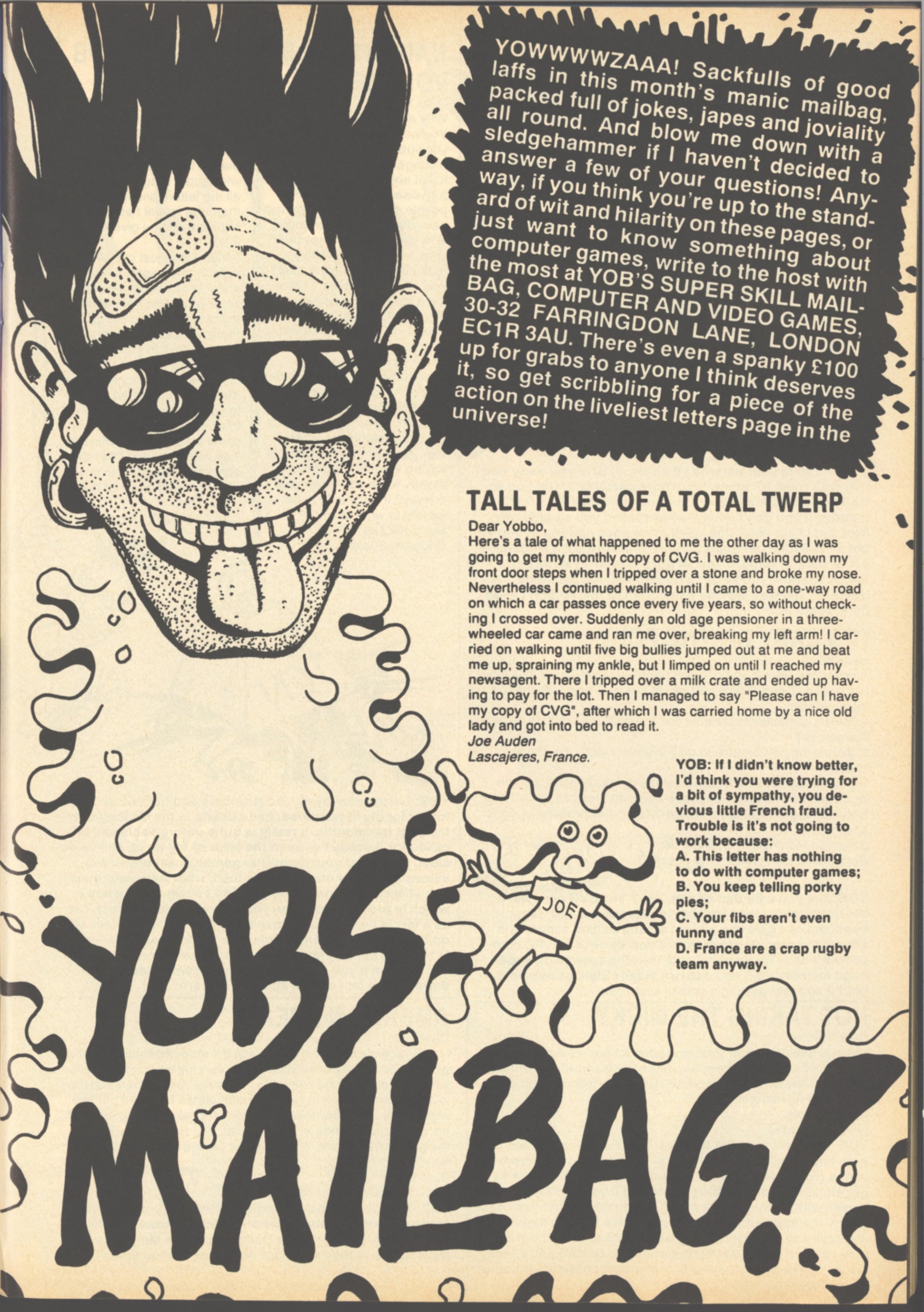


YOBS MAILBAG!

YOWWWWZAAA! Sackfulls of good laffs in this month's manic mailbag, packed full of jokes, japes and joviality all round. And blow me down with a sledgehammer if I haven't decided to answer a few of your questions! Anyway, if you think you're up to the standard of wit and hilarity on these pages, or just want to know something about computer games, write to the host with the most at YOB'S SUPER SKILL MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's even a spanky £100 up for grabs to anyone I think deserves it, so get scribbling for a piece of the action on the liveliest letters page in the universe!

TALL TALES OF A TOTAL TWERP

Dear Yobbo,
Here's a tale of what happened to me the other day as I was going to get my monthly copy of CVG. I was walking down my front door steps when I tripped over a stone and broke my nose. Nevertheless I continued walking until I came to a one-way road on which a car passes once every five years, so without checking I crossed over. Suddenly an old age pensioner in a three-wheeled car came and ran me over, breaking my left arm! I carried on walking until five big bullies jumped out at me and beat me up, spraining my ankle, but I limped on until I reached my newsagent. There I tripped over a milk crate and ended up having to pay for the lot. Then I managed to say "Please can I have my copy of CVG", after which I was carried home by a nice old lady and got into bed to read it.

Joe Auden
Lascajeres, France.

YOB: If I didn't know better, I'd think you were trying for a bit of sympathy, you devious little French fraud. Trouble is it's not going to work because:
A. This letter has nothing to do with computer games;
B. You keep telling porky pies;
C. Your fibs aren't even funny and
D. France are a crap rugby team anyway.

THE TOTALLY FARTY ANIMAL

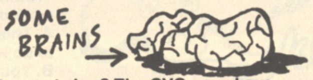
Dear Yob,
I'm Phil and I am a total party animal - so much so that my Mom and Dad have put a sign on my bedroom door saying "Beware - Total Party Animal". And it's true 'cos I like to party on and on and on and on and on and on and on and **(get to the point, smudge pants - YOB)**. We really must party together sometime. Anyway, I was wondering if you could tell me the best games to get for my videogame party. I really want to have the ultimate party so I need to have the best games available for everyone to play, 'cos I am a total party animal.
Phil The Party Animal,
Winnipeg, Canada.

PHIL THE SAD ANIMAL
PHIL

YOB: If I were your parents I'd either: 1. Give you away and use your room for something more useful or 2. Get you an NES and Super Mario 3 to shut your cakehole for a few months. If you don't tell me what system you already own, how can I help you? Doh! Well, here goes nothing: if you've got a Famicom, get Super Tennis; if you've got a Megadrive, get Streets Of Rage, if you've got a Master System, get Xenon II; and if you've got a pop-up toaster, get some Hovis. By the way, no-one can party like me, so don't even think about it...

IT'S EASY ON THE PC!

Dear Yob,
Answer this letter if you can and please use your brain this time! I've got an Olivetti 386\S and would like your help with the following problems.
1. Which computer or console has the ability to produce arcade-like games?
2. Would the 386 be able to do Pitfighter exactly like the arcades?
Right, enough of that. If home games get really good, people won't go to the arcades anymore because they can just sit and wait for the game to come out on their home computer or console!
Jonathan Marshall,
Donemana, Co Tyrone.



YOB: Are you a bit daft or wot, Jon? The CVG crew have been telling you for ages that the Megadrive and Super Famicom can give you almost arcade perfect action with sound and graphics to match. If you've got a 386 PC compatible with VGA graphics and 16+ Mhz speed with super-huge memory then you can run arcade style games on it - but I'd suggest getting some brains first.

NOT TAKING THE MICKY

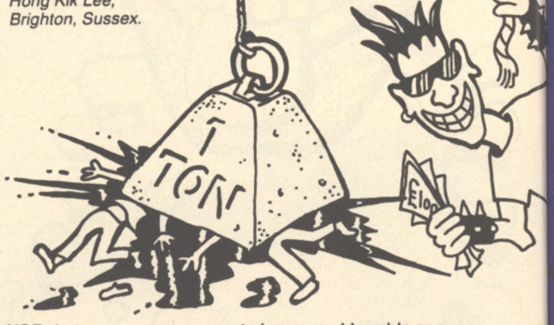
Dear Yob,
I always see adverts in your magazine for games that can be bought in England. Is there anywhere in Ireland where you can get Gameboy software like WWF, Batman, Robocop and Bill and Ted's Adventure?
Adrian Sipple,
Limerick, Ireland.
YOB: Since most of the titles you list are only available on grey import, you might as well stick to buying mail order with a reputable firm. This probably means you'll have to get an international money order, but if you can't be bothered with all that blarney then I suggest you get your dad to buy the stuff with his credit card, give him the appropriate cash and wait for those great games to roll in! But before you part with your hard-earned, make sure you check out GO! (free with CVG) for the lowdown on what's hot and what's not.

NAUGHTY YOB VOLUME 1

Dear Yob,
Why are you such an idiot? You act like a six year-old yet you speak like an adolescent teenager with a vocabulary full of abuse. Can't you act in a civilised manner and treat people nicely, answering their sensible questions for once? Why do you sometimes print crap, making it look like you make the letters up yourself? And what is the point of having a letters page anyway, when you don't answer the questions? Please print this letter as I feel all my friends and a lot of other people need to be told, as we are beginning to lose interest in Yob's Mailbag. We thought it was all very funny at first, but the joke's starting to wear thin. Also, what is the point of saying there is £100 prize money when you never give it away? It's just a lie to get people to write to you.
Hong Kik Lee,
Brighton, Sussex.

NAUGHTY YOB VOLUME 2

Dear Yob,
I get your mega-wicked mag every month and I think it's brill, but there is one complaint I have about your otherwise super mag - YOU! I read all the letters and most of them are in real need of help, but what do you give them? Zilch.
Instead, you just call all the unfortunate people who have spent their time and money to send you a letter either a boring old fart, boring old git or (here's a classic) a waste of space. I reckon you don't actually know the real answers to all these questions, so you make up some weird answer to cover your back. And don't think you'll get rid of me with some smart-assed comment 'cos you won't and I'll probably keep on writing in to you until I get that hundred quid!
GG Shinobi
Loughborough, Leics.

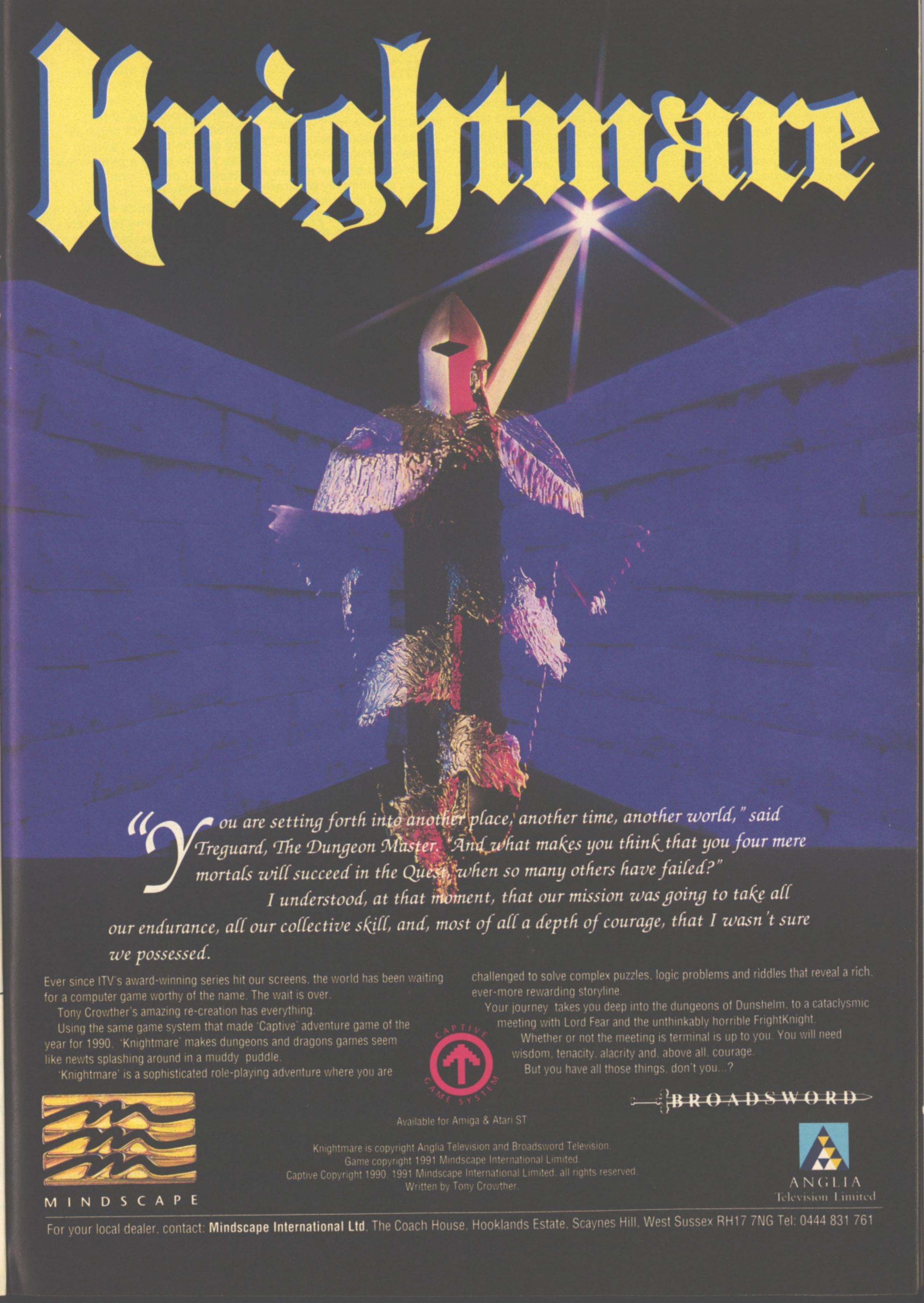


YOB: Let me convey my most sincere and humble apologies for my ill-tempered, bad attitude in the Mailbag over the past few months. It really is quite unforgivable and uncalled for. Luckily I've seen the error of my ways, so I've decided to answer your computer games questions in a civilised and polite manner. Now then, what were your questions? Well blow me down, you don't seem to have any - which is probably because you're both about as much use as a fart in a spacesuit. Sorry boys, but you'll just have to do better than that. The whole idea behind Yob's Mailbag is that you send in funny and informative letters for me to answer. But if you insist on submitting scribbled drivel, there's not a lot I can do about it, is there?

AMERICAN DREAM

Dear Yob,
I have recently spent nine weeks in the land of people with silly accents, who carry expensive cameras, clog up London every summer and describe everything as "neat". I found out that the local supermarkets hire out Nintendo games for $3.95 per two nights (even the new releases) and the local shopping malls have Nintendo stands where you can "Try Before You Buy" all the games they stock. Why can't we have a setup like that over here?
Glen West,
Heckmondwike, West Yorkshire.
YOB: My guess is that systems like the one you describe may work well in Canada, where nobody knows the difference between Sonic the Hedgehog and a Mountie's posing pouch and they've all got oodles of cash to splash about

CTD ON P44


Knightmare

"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?

CAPTIVE GAME SYSTEM

BROADSWORD

MINDSCAPE

Available for Amiga & Atari ST

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LEMMINGLESS LAD LARKS

Dear Yob,

I could start this letter with all that crap about how good your magazine is and that my brother and I buy it as soon as it enters the shops. However, as I'm not like the rest of your readers I will not grovel even slightly. Instead I'll talk about my friend, who desperately wants the game Lemmings for his Amiga. There is just one slight problem - he hasn't got any money. Because of this he slaves away all day trying to earn some dosh. I shall write out a typical Saturday timetable.

6 AM: Gets out of bed looking like a zombie to do his pitiful paper round.

7.30 AM: Comes home and has a quick breakfast before washing his dad's car.

8.30 AM: Looks for other people's dirty cars to wash (1 per car).

12.30 PM: Buys the cheapest lunch possible.

1.00 PM: Grabs a ladder from his garden shed and starts washing windows. He's afraid of heights so it's not a pretty sight.

6.00 PM: Comes home and flops down in a dark room tempted to throw himself out of the bedroom window.

As you spend most of your life answering crappy letters you wouldn't know how he feels at the end of the day.

So please could you send me some cash to help this poor, overworked boy.

Robert Ireland,
Northwich, Cheshire.

YOB: If your "friend" does so much work he must have plenty of money. So where does it all go? My guess is that every Monday morning you beat him up and take all his dosh. Give me his address and I'll come round to help... Seriously, though, your mate wins this month's CVG Reader Of The Month Award. His prize? Getting his name published in Britain's best games mag. By the way, what was his name anyway?

If anybody else reckons they're the greatest CVG hero of them all, for whatever reason, then drop me a line and tell me why. Who knows, I may even throw out some software to letter louts who impress me with their amazing CVG knowledge and overall coolness, or then again I may not.

STOP PC-ING ABOUT!

Dear Yob,

Ever since my brother introduced CVG to me I've been hooked on your "sweet and subtle" section (Mailbag), partly because your replies are as gentlemanly as strawberries and concrete but mainly because of your name, **YOB!** Like the time you called a kid down the street who had a 32k BBC computer an Orange Bumhole. But my real reason for communication is as follows...I've got this IBM PC computer which is gameless, so for a bit of pleasure I have to travel 100 miles (or maybe 100 metres but who's counting) from my humble dwelling to the nearest video arcade and they're so cheap that all the locals are playing the same games like Street Fighter 2 and Tetris. Yeah they're both good games, but I must admit they get on your nerves with their getting on your nerves music etc. For someone of your unlimited computer knowledge you probably know what I'm talking about - **I CAN'T GET A FLIPPING GAME FOR MY PC**. Please help or I might start eating strawberries and concrete...

James Landon,
Chesterton, Gloucestershire.

PS. Ask Yvette Nicholls out for me - I'm totally crazy about her!

YOB: James, you've got to be a glowing red bottom boil of the grandest order if you can't find your way to the nearest softshop and stock up on stuff. Haven't you heard of Mail Order? There are literally tons of brill PC games out there, and you'd have to be a poor sad suppository if you didn't know how to find them. I would tell you how to go about it, but seeing as you're such a pain in the jacksie I don't think I'll bother. By the way...

PS. I asked Yvette out for you. We're going to watch the annual Chesterton Sheep Shearing Championships, and I promise to let you know how we got on.

WIMP!
JAMES
YVETTE

WINDS OF CHANGE

Dear Yob,

Why did Rainbird, the Masters of Strategy, say Midwinter was going to be the best strategy game of the decade? If you think about it, Space invaders purported to be that in the early eighties - but there are hundreds of games produced in the late 1980s which were much, much better than Space Invaders.

In about eight years time I bet the same will be said about Midwinter. I was reading an old issue of your magazine from March or April 1983 and it mentioned that Dragon's lair was being developed that long ago. This shows how

CTD ON P46

STREETS AHEAD DOWN UNDER!

Dear Yob,

Greetings from Australia! I reckon your mag is excellent! I have only four. but they are all fantastic. My friend Jake only has one. He said that the best bit was the Street Fighter Two review. Anyway. let's get down to business. In that review someone said that Street Fighter One had rubber fire buttons, which meant that the harder you strike them the harder the hit achieved. Well, when I went to check this out I discovered that it only had plastic fire buttons!

Why is it different in England? Also, can you play English cartridges on an Australian Sega Master System? What is the best Master System game available? A trillion thanks.

Alister Shield,
Richmond, Victoria,
Australia.

YOB: Plastic fire buttons, eh? You lucky, lucky, lad! Don't you know that some people reckon the placcy specials are actually better than their rubber-key counterparts 'cos they give you greater control? Well, now yer know! Yes, you should be able to use Brit carts on an Aussie machine 'cos both are configured to PAL-I. Best Master System Game? A toss up between Populous, Xenon II and Megadrive Simulator Deluxe.

MEGA DOWN UNDER

Dear Yob,

I think CVG is the best mag in the world. I buy it every month without fail. Mean Machines is cool too. I've got a Gameboy. Megadrive and an IBM PC. Could you please answer my questions?

1. This kid in my class reckons there is a 32-bit Sega Gigadrive. Is he talking bull or am I totally uncool?

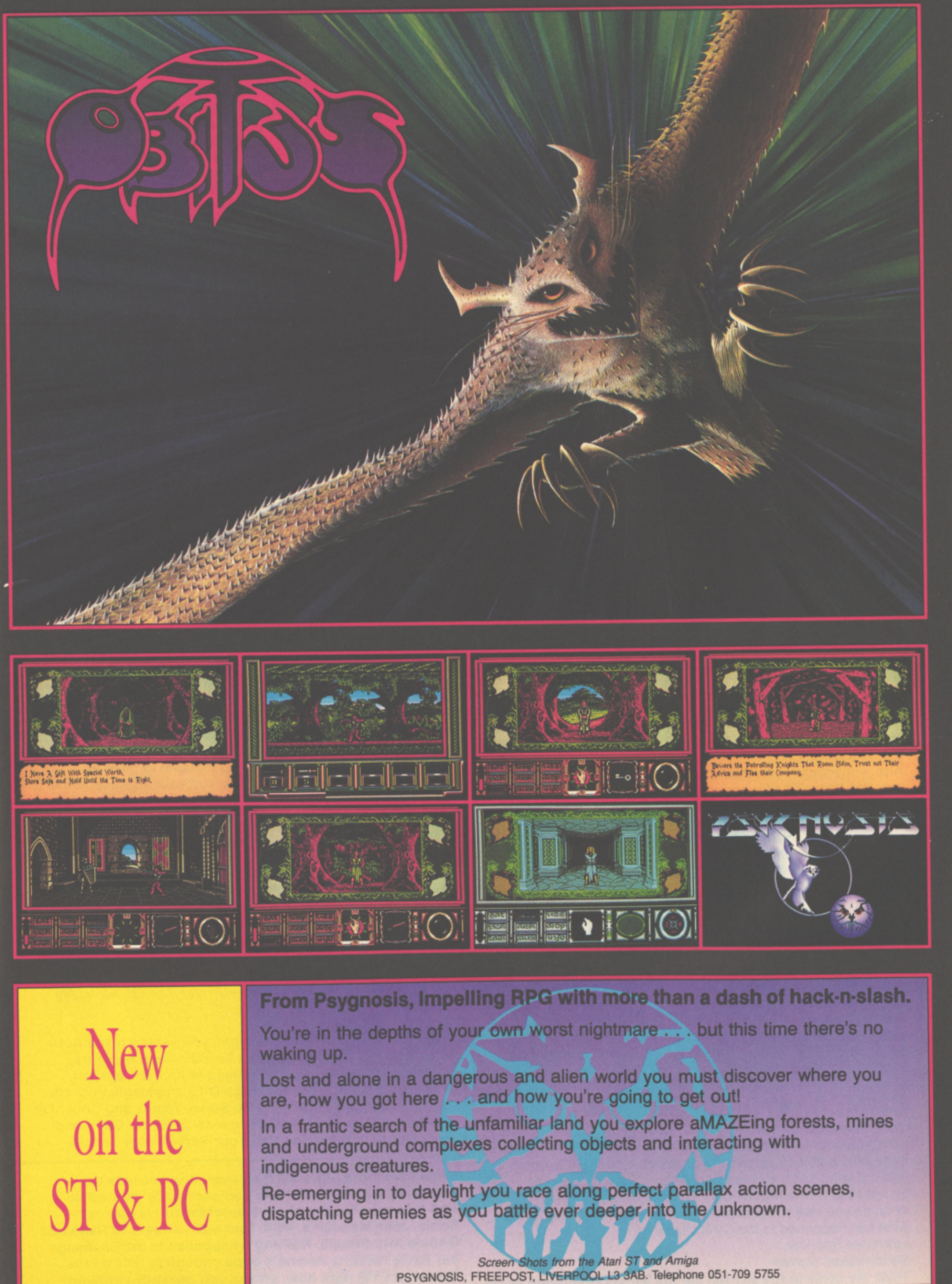
2. Will you need to buy a special Megadrive to use the Mega CD?

3. Are there any plans to convert Street Fighter 2, Final Fight or The Simpsons onto Megadrive?

4. Are there any plans to put any of the above games onto PC and if so will they be the same as the arcade versions?

Aaron Foo,
Wintirra, Victoria, Australia.

YOB: Sadly, your mate is indeed talking a load of ten-day-old cowpat - but it's not really his fault. The loudly touted Gigadrive is in fact the Mega CD, which you simply bolt onto your existing Megadrive for all sorts of CD related fund and tomfoolery. As for question 3: Maybe, definitely not and yes I think so. Question 4: Definitely not and probably twice. There you go: all questions answered and not one single insult. I must have been drinking too much Calomine Lotion again.



New on the ST & PC

From Psygnosis, Impelling RPG with more than a dash of hack-n-slash.

You're in the depths of your own worst nightmare . . . but this time there's no waking up.

Lost and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfamiliar land you explore aMAZEing forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallax action scenes, dispatching enemies as you battle ever deeper into the unknown.

Screen Shots from the Atari ST and Amiga

PSYGNOSIS, FREEPOST, LIVERPOOL L3 3AB. Telephone 051-709 5755

long some games can be in development!
Also why have you changed your name to Computer + Video Games from Computer and Video Games? Lastly I just thought I'd tell you that I've still got your 1986 Space Harrier calendar hanging on my wall.
Jonathon Read,
Falmouth, Cornwall
YOB: Don't fret. It's important to keep up hope. I'm sure that any day now some kind person is going to come along, realise you've been locked inside your bedroom for the last eight years and actually remember to let you out. Then again, perhaps they won't bother. Never mind, at least you can look forward to the pile of issues you'll have to read to catch up with the rest of the real world. The only thing that gives you any cred at all is that calendar factlet. I re-

BUTTON UP COMMODORE!

Dear Yob,
Why haven't Commodore smartened up their act and introduced a Multi fire button joystick for the Amiga? I mean with only one fire button you can't make the games as playable as in multi button systems. Just try playing the great beat 'em ups available on the Megadrive and compare control with similar games on the Amiga and you'll see what I mean. Three fire buttons are much better, and games can be made much more sophisticated because of this. On the Amiga you have to spend half your time perfecting small joystick moves to do the same things. I own a Nintendo and an Amiga and I find the games for my Nintendo are twice as playable due to the addition of an extra fire button.
David Pavlidis,
Melbourne, Australia.
YOB: I couldn't agree less. Next intelligent reader, please...

BITS 'N' BOBS

Dear Yob,
I would like you to sort out a little disagreement I have with my friend. He seems to think for some strange reason that the NES is a 16-bit console but I think it's an 8-bit machine. Which one of us is correct? He also thinks that the NES is a better console than the Megadrive, I would like your opinion on this.
Craig Sharp,
Cowdenbeath, Fife
PS. I think your magazine is the best thing since sliced bread so please send me some freebies for being such a suck(er).

YOB: I'm happy to sort out your sad little squabble. The NES is in fact a 32-bit transputer which, thanks to its mutli translator maths co-processor, runs at a pretty nifty 1456mh. With four billion and six colours on screen at any one time from a palatte of infinity, hardware sprite scaling and multi rotational back flip it's the ideal machine for every household. Then the handsome prince kissed the sleeping princess and we all lived happily ever after.
PS. What was the best thing before sliced bread?

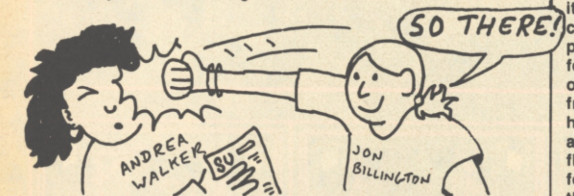
NO JOY!

Dear Yob,
I have a Master System and my control pad is broken. **(Saddest first line in the history of Mailbag - YOB).** For one and a half years I've been trying to find a new one but I've had no luck. I've got loads of games so I've resorted to using my Sinclair Spectrum joystick. The trouble is with the "B" button, so I can't play most of my favourite games! Can you help me?
Ben Griffin,
No Fixed Abode.

YOB: Yes, of course I can! as soon as I've written this, I'm going to put on my leather jacket, fight my way through the crowds, stroll into my local computer shop and blooming well buy you one. Oh dear, you don't seem to have included your address. What a shame.

ARE YOU TAKING THE MICKEY?

Dear Yob,
I think your new look mag is far, far better than the old one.



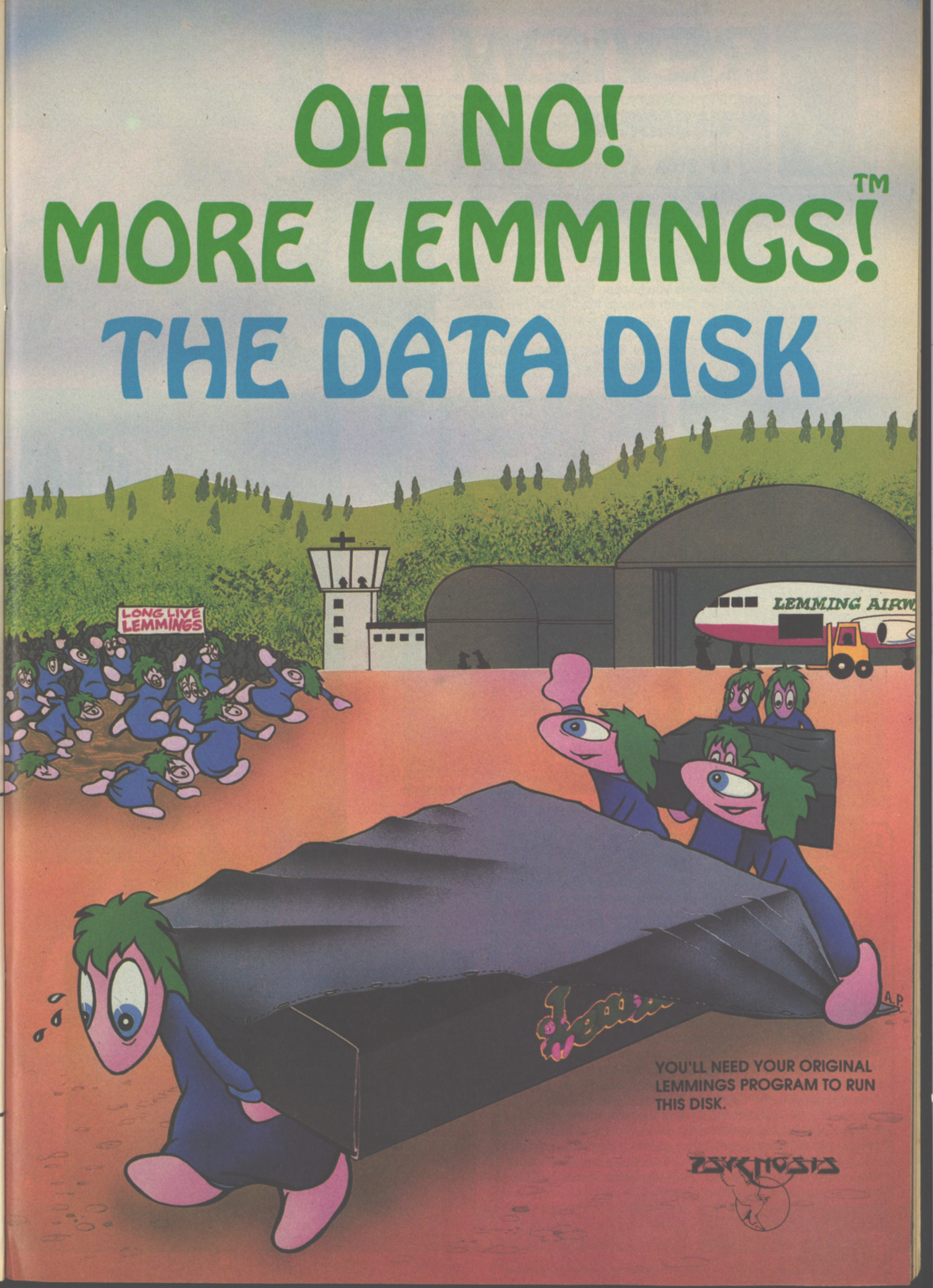
Any way down to business. Please could you tell me if Mickey Mouse will ever be out on the Amiga? If so will it be the same as the Megadrive version?
Also, will arcade Turtles and Simpsons ever be converted over onto the Amiga? As for boring Barry Jenkins, if he doesn't like CVG and thinks it's naff he doesn't have to buy it does he?
I think Cheat Mode could be much improved if it had a section where some people could ask for help on some games and then others who know the games and the answers could reply the next month. Oh yeah, about the 100, I think you should give it to me.
Danny Lockley,
Horsforth, Leeds.
YOB: There's about as much chance of Megadrive Mickey making his way onto the Amiga as Jeremy Beadle making me laugh. As for arcade Turtles, they should be fumpin' their way onto a computer near you real soon now, courtesy of Mirrorsoft, who have converted this half-shell classic. I don't think arcade Simpsons will find its way onto computer, but the Ocean game currently doing the rounds is a bit of alright, so that should do you. Oh yeah, about that 100. I don't think I should.

CD MEGA WORRIES

Yo, Yob my friend,
I am a Megadrive freak and I'm a little worried. Do you think that Sega will be able to survive the attack of the Super Famicom with the launch of the Mega CD? Also, what sort of games will be released on the MEGA-CD? Will the games be cheaper? What do you reckon are the best five Megadrive games? And what has happened to the CVG challenge?
Lawrence Spencer,
Sanderstead, Surrey.
YOB: My spies in the sky tell me the Mega CD is going to be one HOT piece of kit, with extra chips inside to make the Megadrive more powerful than ever. And because the games will be on unpiratable compact discs, they could well be a tad cheaper. My five best Megadrive games? Sonic, John Madden's, PGA Tour Golf, Streets Of Rage and Ghouls And Ghosts. Nothing's happened to the Challenge - but Sadie reckons no-one's good enough to take on the heroes at CVG right now, unless you can prove different with those High Scores...

I'M VIRTUALLY HERE, HONEST!

Yo Yob,
Coin ops out? Things of the past? No way! Arcades have never looked stronger. Virtual reality is proof to my claim. As well as Virtual reality there are new laser disk coin-ops and, graphics wise, Sega's Time Traveller.
My fave coin-ops are: Off road racer, Turtles, Narc, Pit Fighter and Kick and Run. Finally, can you tell me your fave games for the Amiga and seeing that I'm saving up for a Super Famicom, that as well.
Lee Dawson,
Consett, Co Durham.
YOB: You see what happens when you eat too many Authentic Snacks From Around The World? Anyway, yours truly's current faves on the Amiga are Kick Off 2, Alien Breed, Kick Off 2, Robocod, Kick Off 2 and Magic Pockets. On the Famicom: Super Tennis, Super Tennis and Super Oh God Is That The Time Well I Suppose I'd Better Get Some Work Done Oh What The Hell Your Serve Matey Tennis.



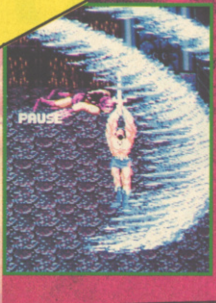
MEGADRIVE £39.99

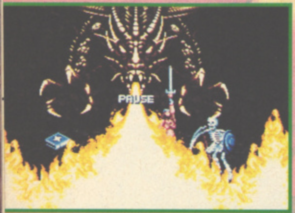
BY SEGA

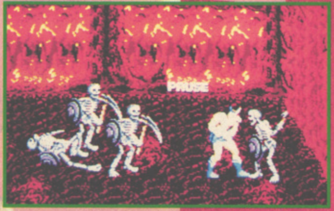
Gruesome old Death Adder may be no more, thanks to your antics in Golden Axe, but that doesn't stop his minions from finding a new leader to gather behind. The evil monster eventually chosen is one bad mother called Dark Guld, a creature so vile and horrible you'd probably drop your chips if you met him in the queue at the kebab shop.

You'd wet yourself, unless you happen to be one of the three warriors who vanquished Death Adder in the first Golden Axe quest. They're recalled for duty, kitted out with their favourite weapons and Ax Battler the Barbarian has even had hair extensions!

Off they trot through the kingdom, onward to Dark Guld's fortress, slashing multi-coloured baddies as they go. That's the way to do it!

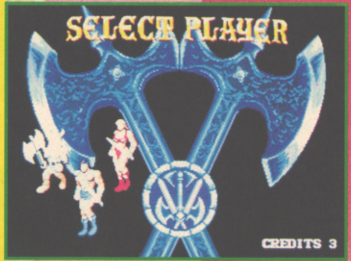


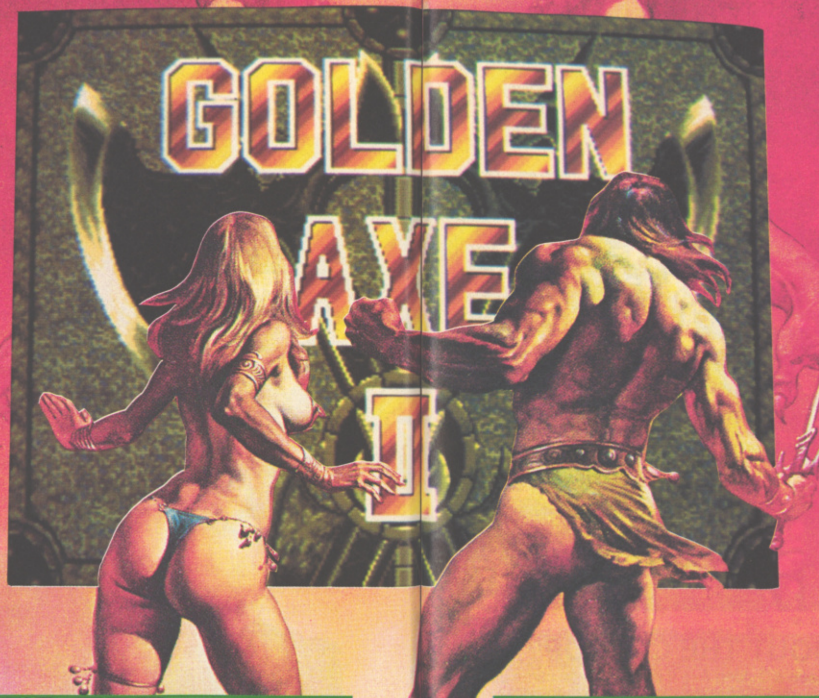




THE CHOICE IS YOURS

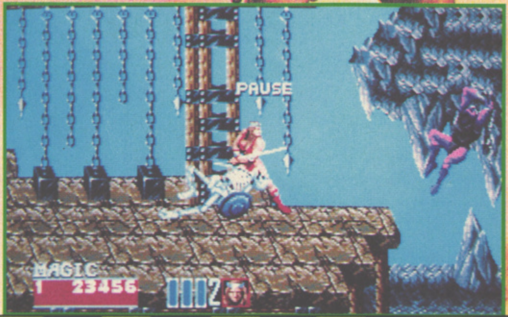
Like the original Golden Axe on the Megadrive, one or two players can choose from any of the three characters for a spot of baddy-bashing fun and japery. There's also a Duel option, where players can hone their weapon-weilding skills by going up against each enemy in turn in a one-on-one fight to the death!

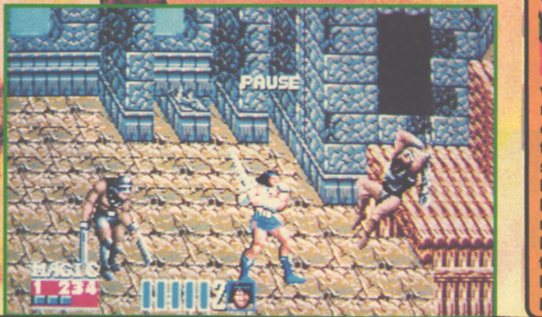


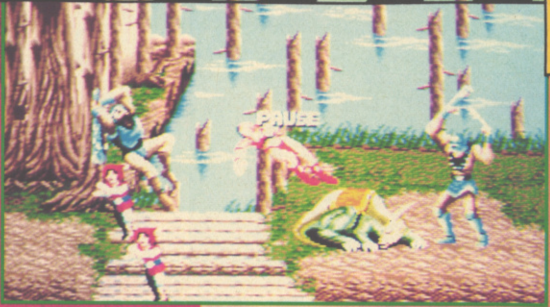


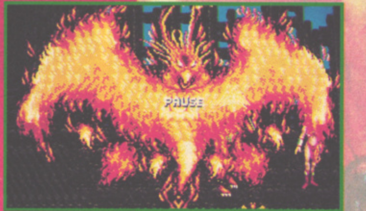
Because the original Golden Axe was such a close conversion on the Megadrive, I was really looking forward to seeing the sequel. And I must say that, although Golden Axe II is a good-looking, playable beat 'em up, I was somewhat disappointed to find that it's almost exactly the same as the first game in every way. Most of the baddies that appeared in Golden Axe return for another kicking, except this time round they're a different colour - pink, mostly. Even the level layouts give the player a distinct feeling of deja vu, with all the humps, bridges and so on seeming to be in the same place as before. Golden Axe II isn't a bad game - if you haven't got the first one this is definitely worth the purchase - but there isn't enough variety here to keep Golden Axe owners interested in the long-term.

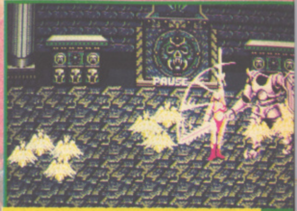
PAUL RAND

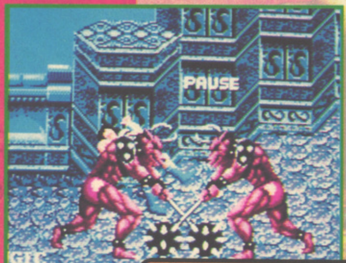










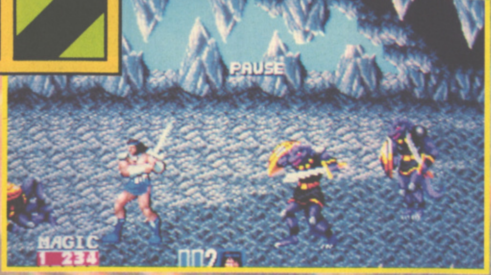


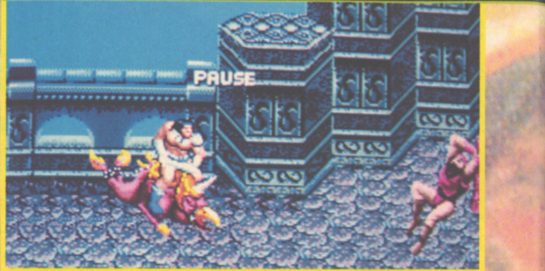
ACTION FOR HARD MEN!

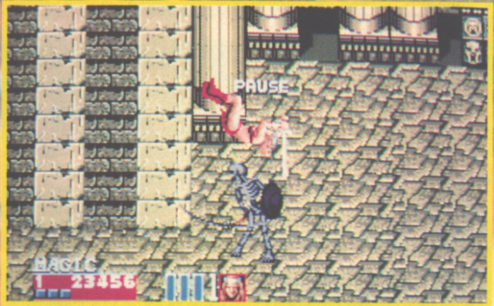
Just to make the game a little more challenging, the number of levels rises the greater the difficulty setting. Old women who play on Easy must battle their way through five stages, while those toughies who select either Normal or Hard difficulty can tackle an extra level!

Golden Axe was one of the best slash 'em ups ever, and office excitement reached fever pitch as we slapped the sequel into the Megadrive. Hang on, have we got the right cartridge? Isn't this the original? It might as well have been, 'cos Golden Axe II offers very little indeed above what we've seen before. Make no mistake it's a fab game in its own right, but we were all expecting improvements and additions which just aren't there. Quite simply this is more of the same to the same standards of its predecessor, which were admittedly very high. It's fair to say the graphics have been tweaked, the backgrounds look great and sound is cool - but it's just not a significant advance over the original. If you're a brand new Megadrive owner and are looking for good thump 'n' slash laffs then I'd recommend you get this cart, but if you've already got Golden Axe don't bother. Why pay extra cash for something you've already got?

TIM BOONE





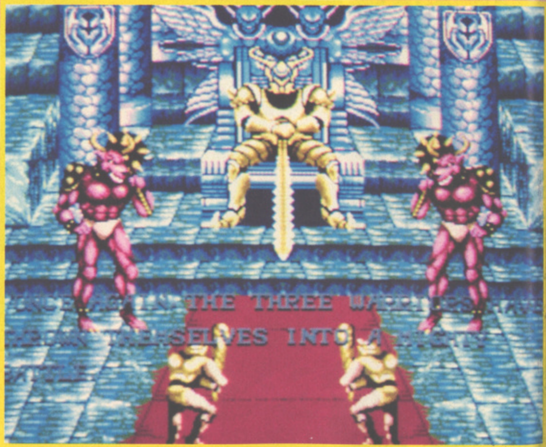


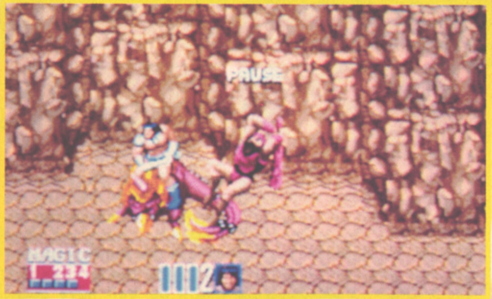
NO REST FOR THE WICKED

At the end of each stage, your character is shown having a well-earned rest beside a glowing campfire. The peace is shattered, though, by small wizards entering the screen and disturbing the weary fighter. Biff them over the head and they'll drop goodies - blue magicians leave behind magic books, while green spellcasters drop food!

MEGA MAGIC

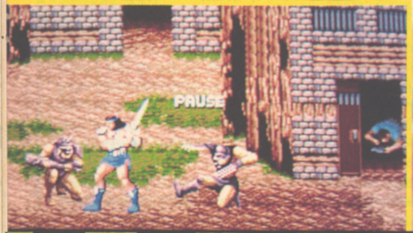
Biff the little cloaked geezers over the head and they drop their spell books. Collecting these gives your character magic powers, the more books collected the more powerful the magic - unless you chose the Special Magic option at the beginning, which causes each unit of magic to be used separately.



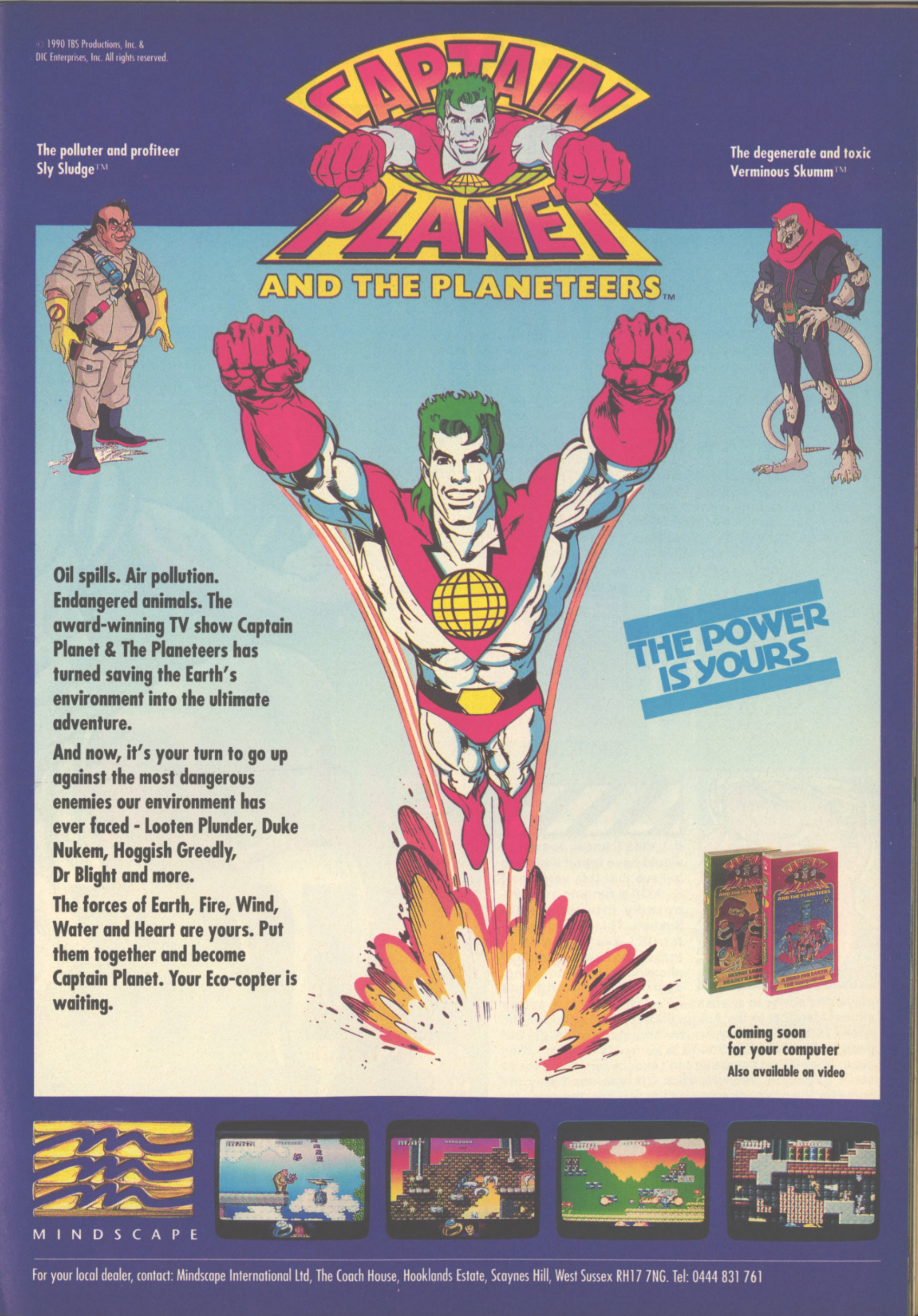


WHAT ABOUT THE COIN-OP?

There has never been a Golden Axe II coin-op; Sega came up with the idea for this sequel after their console versions of the original Golden Axe arcade game did so well. Unleashed in late 1986, coin-op Golden Axe featured six massive levels (two less than the Megadrive game!) of hard 'n fast sword-slinging action, which went down a treat with gamers the world over!



MEGADRIVE	
GRAPHICS	84
SOUNDS	74
PLAYABILITY	82
LASTABILITY	76
OVERALL	78



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CVG HIT

MASTER SYSTEM £34.99

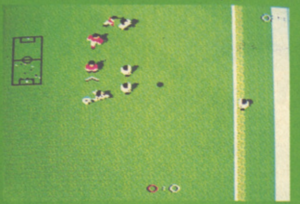
BY US GOLD

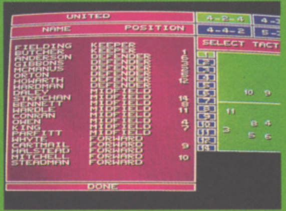
It came from nowhere to cause a revelation in the computer gamesplaying world. Its addictive qualities knew no bounds; an unusual yet instinctive control method made the game stand out from the crowd. It became one of the all-time best sellers and spawned a series of sequels and data disks as long as your arm. Its name? Kick Off, of course.

We've grabbed every console version of the game for the definitive CVG lowdown on the whole blooming lot! And if you look through GO! (free with this issue) you'll find Exclusive reviews of the Gameboy and Game Gear versions as well! CVG's soccer superstars pull on their booties and put console Kick Off to the test...

Many scoffed, guffawed and generally chortled at the thought of a Master System version of Kick Off; how on earth could an 8-bit console come anywhere near to recreating the finest sport game on the all-powerful Amiga? Commodore's machine is fast, has great dollops of colour and can handle reams of complex code, whilst Sega's little 'un...is none of the above.

US Gold are producing the game, as opposed to original publishers Anco - the boys down Dartford way don't have a Master System license - with the conversion job being handled by Tiertex, whose previous work includes the Sega version of Indy III. It's taken a long time for Kick Off to make it to the Master System, but here it is at last - is it any good or what, Brian?





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     NAME                 POSITION         4-4-2   5-
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FIELDING     KEEPER
BUTCHER      KEEPER            1
ANDERSON     DEFENDER          6
GIBBONS      DEFENDER          3
MCMANUS      DEFENDER          2
ORTON        DEFENDER          5
HOWARTH      DEFENDER          12
HARDMAN      DEFENDER
DALEY        MIDFIELD
STRACHAN     MIDFIELD          14
BENNETT      MIDFIELD          8
WARDLE       MIDFIELD          11
CONKAN       MIDFIELD
OWEN         MIDFIELD          4
KING         MIDFIELD          7
PARFITT      MIDFIELD
WHYTE        FORWARD
CARTMAIL     FORWARD           9
HALSTEAD     FORWARD
MITCHELL     FORWARD           10
STEADMAN     FORWARD
                    DONE
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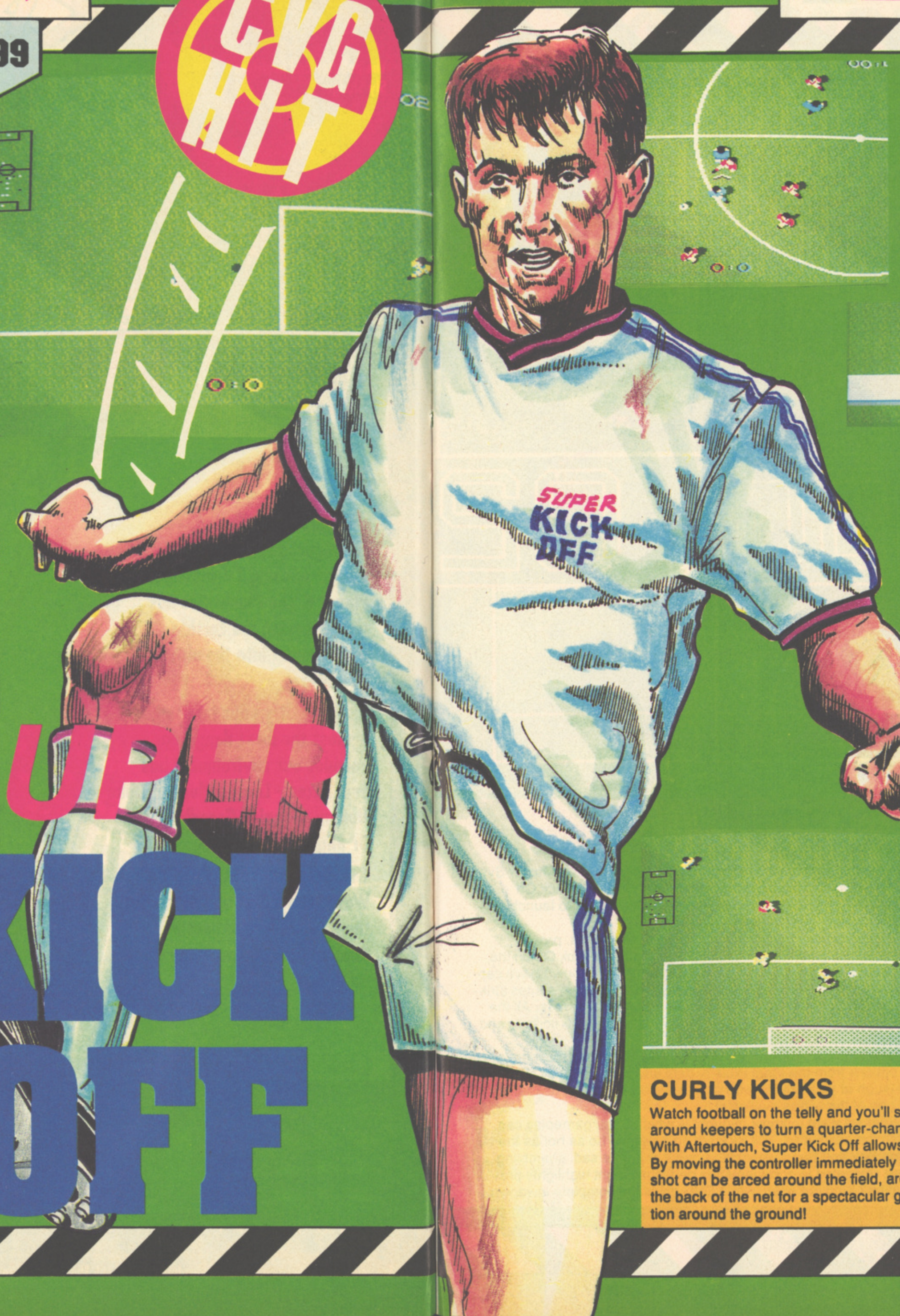
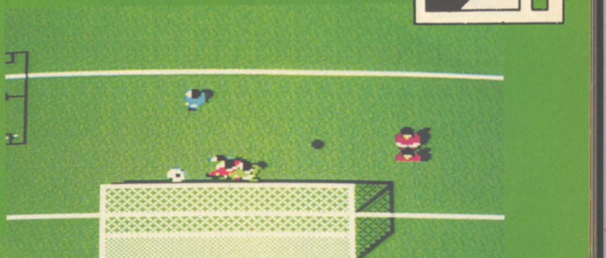
If I didn't know already, I would have found it hard to believe that this version of Kick Off is running on a supposedly inferior Master System. This is absolutely terrific! Everything is in there - the free-flowing ball allowing realistic dribbling; aftertouch, giving the player the power to score some amazing goals; graphics almost identical to the Amiga version! And although the speed is down slightly on the original, it's the perfect pace for joypad play. Sound is seriously lacking - then again, Kick Off on computer isn't exactly renowned for its sonic treats and, anyway, Kick Off fans don't play the game for the pretty piccies and tinkly tunes, they play for some smart, frenzied football joviality. And Super Kick Off on the Master System has it. Lots of it. Put simply, this is the best cartridge on the Master System and if you don't steam down to the shops, cash in hand, shouting "Mr Storekeep, please vend me one of your finest Super Kick Off software packages forthwith", you really should scrap your Sega and take up burial-mound inspecting, or something equally sad.

PAUL RAND



SUPER KICK OFF



▼ *The red team's number eleven floats the ball in from the opposition corner.*

ON A ROLL

While most computer and console soccer games have the ball attached to the players' feet, Super Kick Off utilises a revolutionary form of control, in that the ball is free-flowing and must be dribbled. "Trapping" - stopping the ball at the feet - is a major factor when using this method; trapping is a necessary art to master in order to successfully pass to other players, as kicking the ball in the normal fashion is too powerful for the other team-members to collect.

Incredible thoughy it may seem, Super Kick Off on the Master System is one of the best versions of this all-time classic you'll ever see! Quite how the programmers have stuffed this inside Sega's 8-bit machine I don't know, but believe me - it's utterly brill! The manic pac and playability of the Amiga original has been faithfully recreated, and at first glance you'd swear blind you were playing on a 16-bit machine! With just about every feature of the original built in, this is a dream come true for MS-owning soccer freaks across the land. Buy it or stay left on the touchline as everybody else latches onto a good thing and enjoys top-notch entertainment on Sega's evergreen machine!

TIM BOONE

◀ *"Ooooh, a goalkeeping rabbit pulled out of the hat there, Jimmy."*

CURLY KICKS

Watch football on the telly and you'll see players curling the ball around keepers to turn a quarter-chance into a stunning goal. With Aftertouch, Super Kick Off allows you simulate this effect. By moving the controller immediately after kicking the ball, the shot can be arced around the field, around the goalie and into the back of the net for a spectacular goal and cheers of admiration around the ground!

MASTER SYSTEM

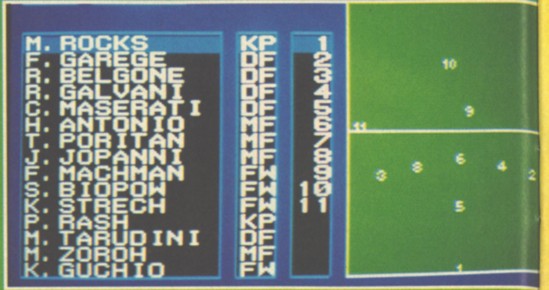
GRAPHICS	85
SOUNDS	40
PLAYABILITY	90
LASTABILITY	96
OVERALL	93

PRO SOCCER
IMAGINEER

Yes, there's even a version of Kick Off on the Super Famicom! But if you're looking for it under that well-known title, you won't find it anywhere. That's because its called Pro Soccer on the Fammy, the apparent reason for this name-change being that there's a zip manufacturer in Japan with the unlikely name of Kick Off!

Considering the power of Nintendo's raging beast, the game should have been a doddle to convert. Everything is in there; trapping, passing, fouls, free kicks, penalties, the whole kit and caboodle. Except for one important aspect - playability. Control of the ball is too difficult; it's almost impossible to keep possession for any amount of time and, should you eventually find yourself in front of goal, the unfriendly joypad system ensures your shot flies off anywhere but toward the back of the net. If we were to give Pro Soccer a full review, it would only scrape an overall score of 51%.

But all is not lost! Our spies tell us that Pro Soccer is not the last Fammy version of Kick Off to appear on the big Nintendo. We've no firm details at the moment, but keep your eyes on the news pages of CVG in the future!



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M. ROCKS       KP   1
F. GAREGE      DF   2
R. BELGONE     DF   3
R. GALVANI     DF   4
C. MASERATI    DF   5
H. ANTONIO     MF   6
T. PORITAN     MF   7
J. JOPANNI     MF   8
F. MACHMAN     FW   9
S. BIOPOW      FW  10
K. STRECH      FW  11
P. RASH        KP
M. TARUDINI    DF
M. ZOROH       MF
K. GUCHIO      FW
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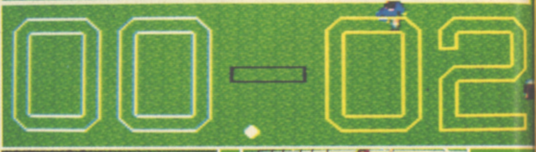

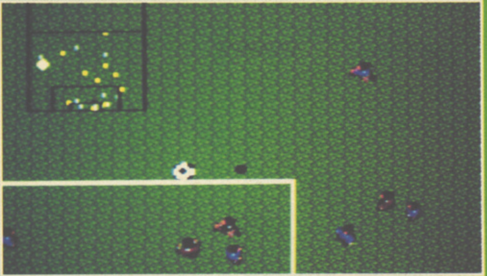

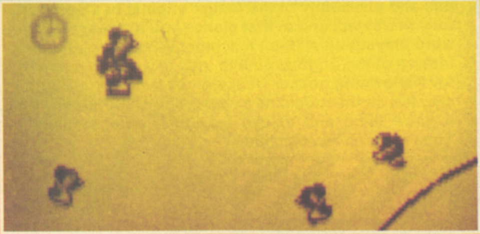

KICK OFF
IMAGINEER

Nintendo gamers who're a bit peeved because their Master System-owning mates have got their own version of Kick Off needn't feel miffed for too long; Imagineer are all set to launch Anco's brilliant footy game on the NES!

As you can see from these extensive screenshots, programmers Enigma Variations (who also produced Kick Off on the Gameboy - see your free copy of **GO!** for the full review!) have captured the look of the Amiga game perfectly, with player sprites strikingly similar to those on Commodore's 16-bit powerhouse. All the features of the original are crammed in there too, from corners and free kicks to throw-ins and penalties.

In fact, Imagineer have gone one better and included some of the options from the Final Whistle data disk! So you lucky NES lot can laugh at your chums who don't have offside rules, as that is just one of the extras available!

What we want to know, though, is whether the gameplay can match the aesthetics. Will Kick Off on Nintendo be as hot as the Game Boy and Sega versions, or will it end up a sad, shambling mess, relegated to commentating on the midnight highlights programme? Find out soon, when CVG gives the complete lowdown.

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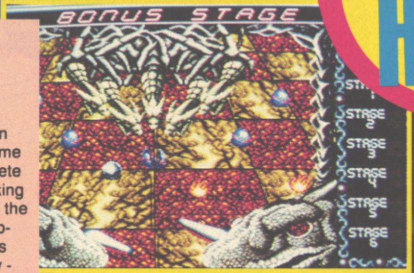
MEGADRIVE £35

BY TECNO SOFT

The clash of steel on steel. The blinding flash of lights and numbers. The dazzling artwork, thumping music, flared trousers and a flagrant disregard for decent dress sense. It's got to be pinball!

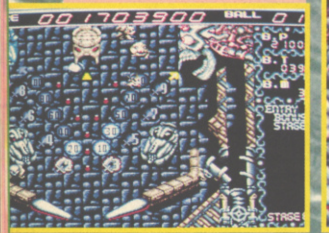
How about the chance to play one of the best computer pinball games of the lot in the comfort of your own home, slapped inside your Megadrive? Who needs Southend sea front anyway? Devil Crash is here at last!

CVG HIT



ARE YOU TOUGH ENOUGH?

Devil Crash started life on the PC Engine and became an instant classic, complete with brill visuals and corking soundtrack. Featuring all the usual pinball themes - flippers, bumpers and bonus multipliers to name a few - it's set on a table best described as one of Satan's worst nightmares! Are you up to the challenge, or do you fill your pants as soon as the going gets tough? Play Devil Crash and find out!



I can still remember the brill Devil Crash on the PC Engine, and now it's back on the Megadrive! The original was probably the best pinball sim ever and hasn't been beaten since. Now available on the Drive, it's an utterly jaw-dropping, pants-wetting extravaganza of pin table mirth and merriment. The best thing about the game has to be the realistic ball movement - sometimes a little slow but otherwise brilliant. The graphics are dreamy to: crisp, colourful and downright scary, while the music is very haunting. As far as variety goes, Devil Crash is packed. It's a non-stop rollercoaster ride through the Devil's own bottom and there's no stopping to catch your breath. This conversion is a huge improvement over the original and a top treat for pinball wizards everywhere.

FRANK O'CONNOR

THANKS...

...to Console Concepts (0782 712759) for the loan of the review catridge.

MEGA DRIVE

BONUS STAGE

BONUS STAGE

DEVIL CRASH
Tecno S

© 1991 Technosoft
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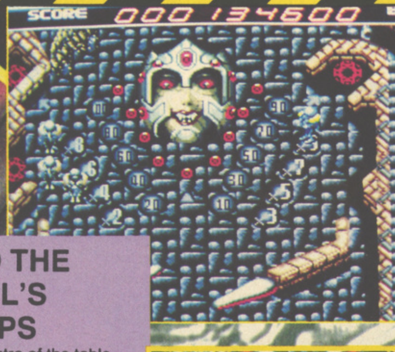


INTO THE DEVIL'S CHOPS

In the centre of the table you'll find a sleeping womans's face. Whack her repeatedly with the pinball and you'll discover her secret - knocking the ball into red pits at the side of the table turns her into a lizard, and when fully transformed the ball can be spanged straight into her mouth to reveal a bonus room full of goodies!

CRUSH N' CRASH

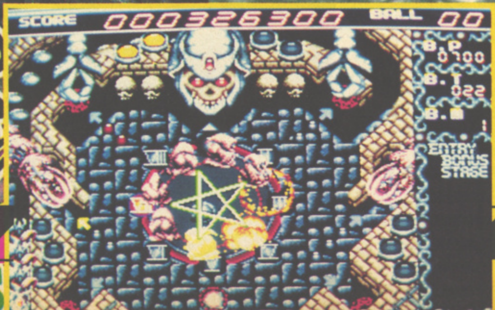
Games buffs might remember the game that preceded Devil Crash. Alien Crush was a similar pinball game influence by those 'orrible Aliens of movie fame. Sadly this corker only ever appeared on the Engine, and other than the mediocre Dino Land, Devil Crash is the only pinball game available for Megadrive owners. But that doesn't really matter 'cos this is the only one you'll ever need!

BUMPER BONUS LAFFS

There are horrible critters rushing around the table and tons and tons of secret warps to hidden rooms. All you have to do is score as many points as possible, avoid losing the ball and figure out new ways to rack up those big bonus bonanzas!

The beauty of Devil Crash is that while is plays almost identically to a real pinball, with realistic ball bounce, inertia and gravity, the fact that it's on-screen means that all sorts of weirdo stuff can happen. And it certainly does! You've got horrid thingies marauding around the screen, nasty creatures bursting forth from slimy organic targets and dragons, wizards, laughing skulls and chortling knights all conspiring to make this nightmare pinball table a dream to play. The graphics and sound are terrific, and with its heaps of tricky-to-complete bonus screens and constantly challenging and addictive gameplay, Devil Crash is simply the finest pinball game yet seen.

JULIAN RIGNALL



MEGADRIVE	
GRAPHICS	91
SOUNDS	90
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

WWF WRESTLEMANIA

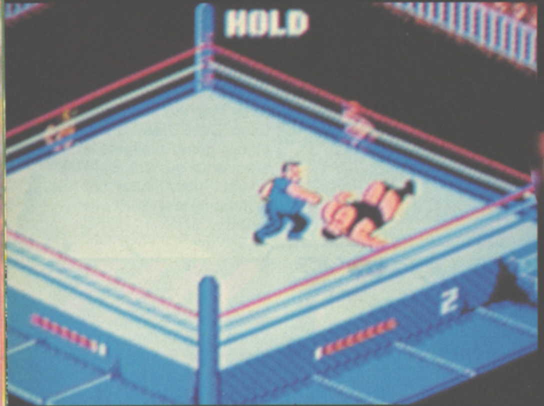
NES **£25.99**

BY ACCLAIM

They weigh about ninety tons each, every one of them's built like a brick out-house and they're the best thing that's ever happened to Sky TV. They're the WWF Superstars, a unique band of massive men whose lives revolve around beating up their opponents and giving their fans a bloody good show!

Take on the likes of The British Bulldog, Jake The Snake and the Hulkomaniac himself, Hulk Hogan, in a series of all-action wrestling bouts.

Use the variety of moves to wear down the opposition before initiating that hold which, three seconds later, spells doom for the vanquished and the next round for the victor. The title of WWF Champion awaits those skillful enough to survive this awesome test of strength and cunning - are you the hopeful young grappler destined to lift the crown?

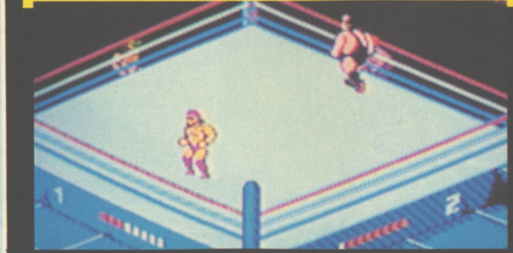


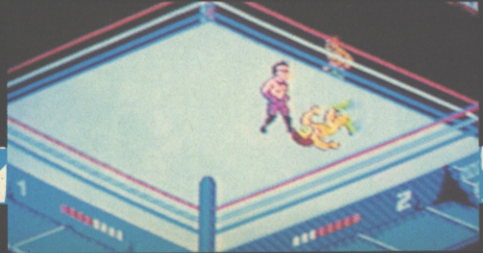
Give those Rare chappies a game to work on and you can bet your bottom dollar that, at the end of it, they'll come up with something worth shouting about. WWF Superstars is one such game, incorporating a whole host of moves and the pick of the WWF bunch to make this one hot cartridge. The isometric 3D works well, allowing the player to use the whole of the ring, and all the Superstars are faithful representations of the real people. This is one tough game, which is just as well because you're too busy trying to stave off an attack to notice that there's not much going on outside the ring. I would have like to see a bit of a crowd, as opposed to an empty stadium. But the wrestling action is just so engrossing that you forget about things like presentation in order to concentrate on the task in hand - usually attempting to dodge someone as he launches himself at you from the top rope! I can see the game becoming a little dreary after a while but, like your favourite wrestling hero, WWF Superstars on the NES is well worth a yell.

PAUL RAND

GRAPPLING GOODIES!

If you haven't already been touched by WWF, you soon will be. Licensing of the World Wrestling Federation is at fever pitch, with badges, posters, caps and plastic figures all barging their way onto store shelves throughout the country. Not only that, the lads can be viewed in the comfort of your own home thanks to a number of WWF magazines, videocassettes and, of course, on BSkyB! Just as well, really, 'cos WWF is such a brilliant laff you need as much of it as you can get!





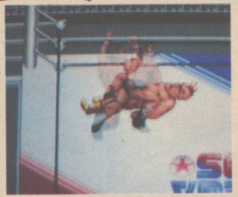
WRESTLE LAFFS A-PLENTY!

Wrestlemania has got a grip on just about every machine there is, which means that just about everyone should soon have the chance to beat the hell out of all their mates for a laff! Ocean are doing the business with all the home computer versions of the hottest license of the year, beavering away to have the game ready in time for Christmas. All your fave canvas heroes should be there, along with all the grunts 'n' groans we know and love!

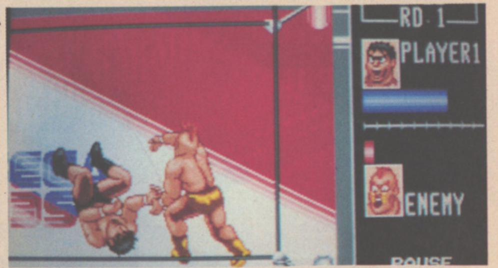
Gameboy owners are in for a bit of a treat as well. Acclaim themselves are due to release WWF on Nintendo's hand-held wonder machine, again in time for Christmas. We've already played early versions of the game and it's looking utterly brill, with fabby two-player fun 'n' japes for that extra punch! Look out for the full review in GO! pretty darned soon!

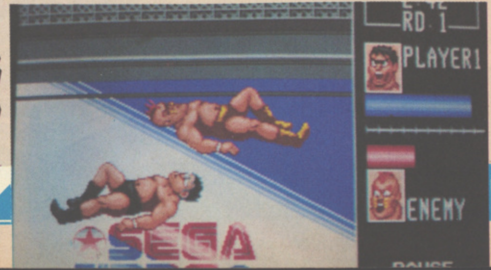
PERFECT
PIN

Nasty Boys
Nasty

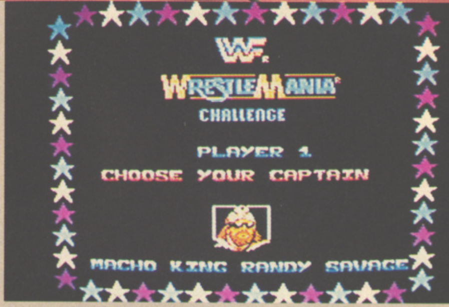


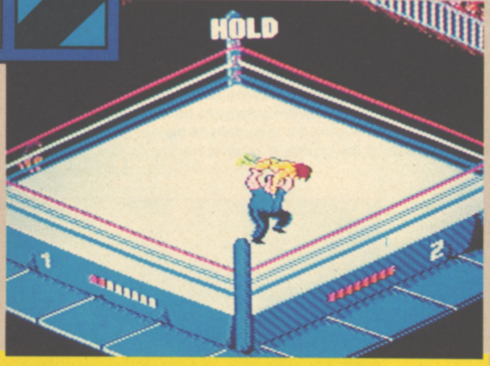
All you Sega-owning wrestlemaniacs don't need to feel sad and left out any longer! Sega have officially released the pretty good Wrestle War on the Megadrive - and it's a pretty good game in it's own right even if it doesn't have that official WWF name. Check it out!





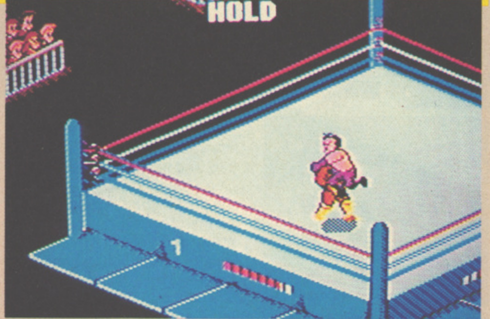
REVIEW





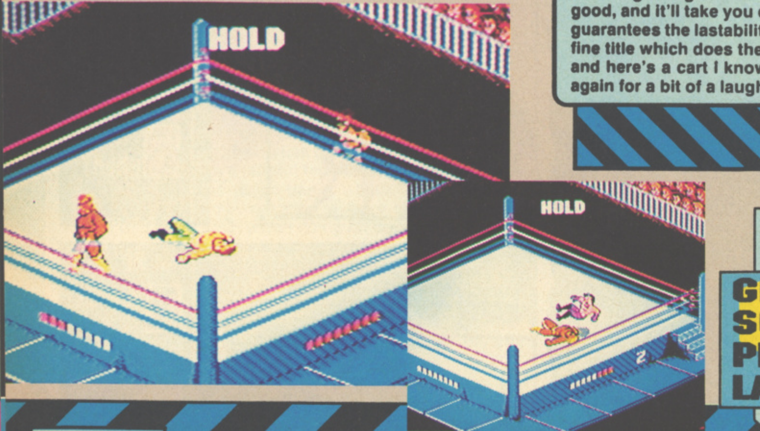
A RARE VIEW

If the isometric view of WWF Superstars rings a bell, that's because the game has been programmed by those masters of the 3D romp - Rare. This British-based company have been behind some of the best games on the Nintendo, titles like Wizards And Warriors and Cobra Triangle. And, as computer software firm Ultimate, they created classic Spectrum blasts Atic Atac, Lunar Jetman and Knight Lore, to name but a very few. Crrrikey!

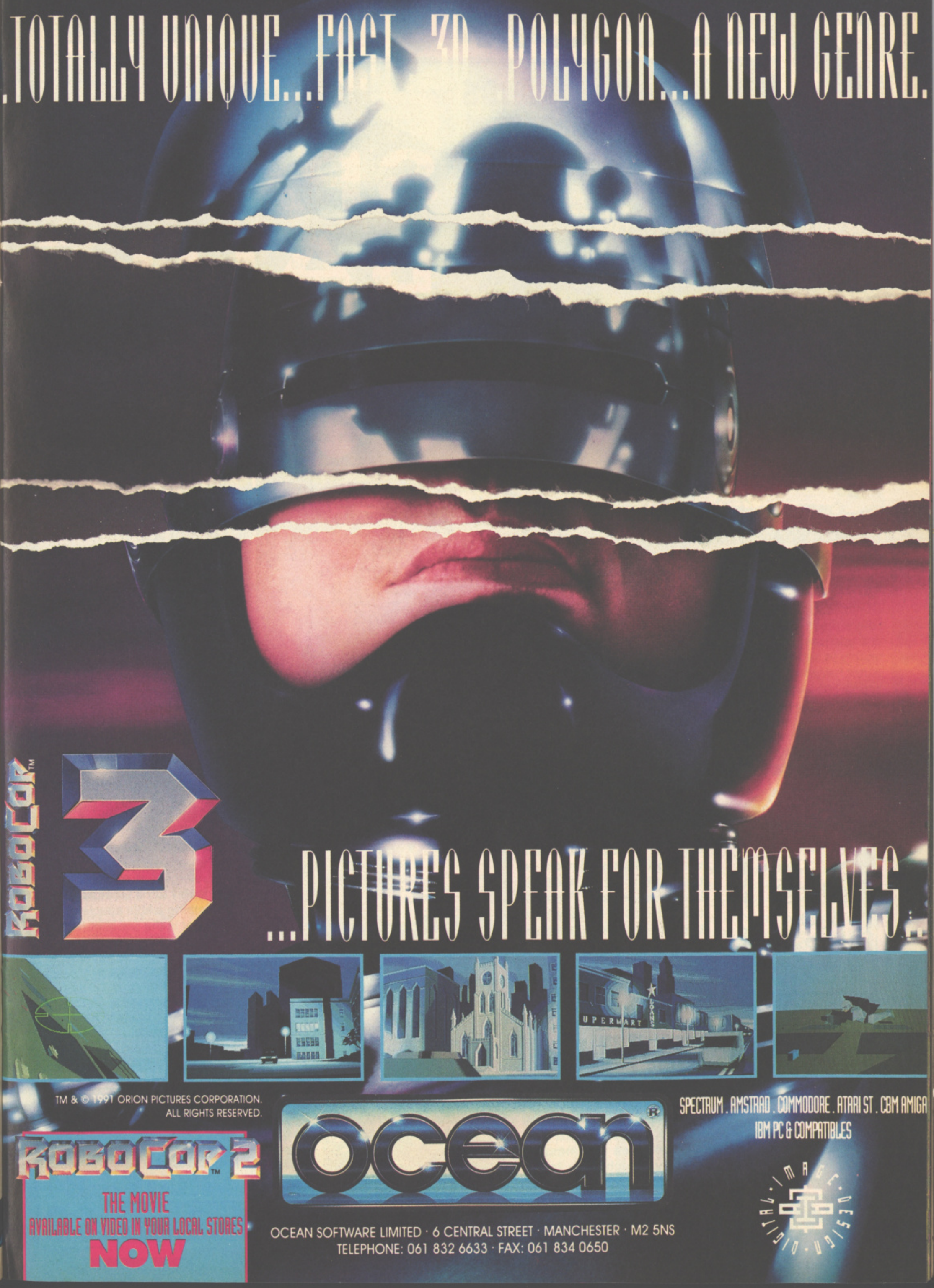


We've all been waiting for a really decent NES wrestling game for ages now, and luckily WWF really does deliver the goods! At first glance the game looks a tad spartan - there's not much to see and it all appears a little whiffy - but looks can be very deceiving! Pick up that joypad and all of a sudden you discover a great little game that'll have you thumping the canvas for more! With a wide variety of moves on offer, including some truly stupendous gob-smacking wrestle whacks, this is a laff from beginning to end. The computer opponent's pretty good, and it'll take you quite a while to flatten him which guarantees the lastability of the game. Generally this is a fine title which does the whole WWF phenomena proud, and here's a cart I know I'll be going back to again and again for a bit of a laugh!

TIM BOONE



NES	
GRAPHICS	82
SOUNDS	71
PLAYABILITY	84
LASTABILITY	80
OVERALL	82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MEGADRIVE £35

BY UPL

MEGA DRIVE

THANKS...
...to Console Concepts (0782 712759) for loan of the review cartridge.

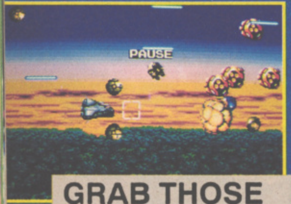
SPACE BATTLE GOMOLA

CRUMBS! We've had so much Megadrive stuff in this month we hardly know where to stuff it all! So welcome to the CVG Megadrive review special, where the CVG boys take the lid off three hot new carts and give you the lowdown on the lot. Take it away, lads...

Good Grief, it's the Gomolans! Just when you thought you were safe from those liquer-swilling aliens of doom, here they come again to threaten life, the universe and everything.

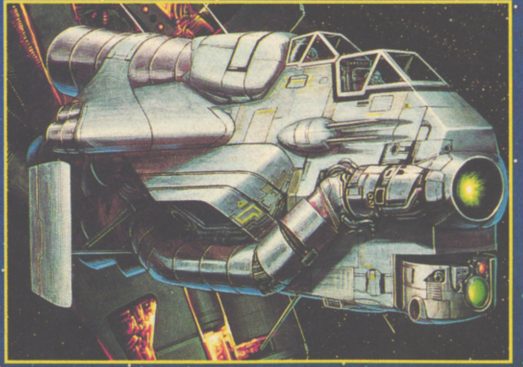
And boy do these suckers mean business, which is why you'll need a pretty swish space ship and loads of sexy weapons to take them on. Lucky we've got a few tricks up our sleeves, eh?

So suit up with your best blasting booties and prepare to dish out some big-time destruction. Well, what else are you gonna do when the future of mankind is at stake? Run home to watch Neighbours?



GRAB THOSE GAMOLLAS

Gomola's two player mode is where the laffs really begin, and you can tackle the enemy in two ways. You can either have two ships on screen, or one player controlling the ship and the other the sight. This second option is very original, a tad tricky and very weird!



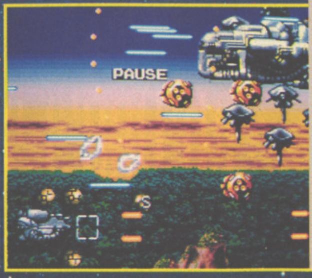
WHACKY WEAPONS - WAHAY!

The novel feature of Space Battle Gomola is the way your weapons work. There are the standard pick 'em ups and extra weapons, but Gomola has a bit of a twist. Holding one button releases a target which can be controlled independently - soaring off and shooting otherwise inaccessable bits of the screen.

Of course in the meantime your spaceship could be in deep trouble, so you need to keep your wits about you for maximum devastation of those alien scumbags - all of which are named after different liquers!

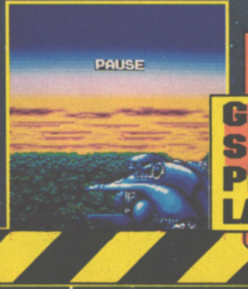
This element of strategic gameplay turns Gomola into something a little special.

The plot is the usual nonsense about space critters and dark emperors, but ignore that and check this one out.



Yowzer! A top notch and very original variation on the shooty theme, Gomola is one smart cart. The control method is initially hard to get to grips with, but once mastered it opens up a whole new world of bizarre, horrifying and inexplicable alien blasting fun. The alien attack patterns are really challenging and some of the later sections are tough to negotiate. This kind of super-tough challenge is exactly what the genre needs. The graphics don't look much initially, but as you progress so do the quality of the backgrounds. Some of the later levels are a visual treat. Musically, the game is a bit lacking, but the raucous sound FX more than make up for it. The two player mode is a laugh and a half - you can thank your pal if he saves your ass, or kick it hard if he gets you killed! The options screen gives you massive potential for customising gameplay, which adds to the overall grooviness of this spanky cart.

FRANK O'CONNOR



MEGADRIVE

GRAPHICS	89
SOUNDS	85
PLAYABILITY	89
LASTABILITY	84
OVERALL	86

The Galaxy Force II coin-op was a rip-roarin' hydraulic roller-coaster ride in its day - one of the few shoot 'em ups which gave the player a true sense of freedom. The Megadrive could have played host to a conversion not far removed from the arcade game, but instead it has to put up with a sub-standard blaster which looks disappointing and possesses little in the way of addictive qualities. The graphics are generally flat and unexciting, and the maze sections are a bit of a travesty - layered caverns have been replaced with a horrible striped effect which plays havoc with the eyes and puts the player right off. Other annoying aspects include the fact that it's almost impossible to see the bullets which you're firing, the lack of any challenge as the game is too easy even on the most difficult setting and, the big problem with most of Sega's sit-down cabinet conversions - strip away the hydraulic seat and there's not much there. Keep away.

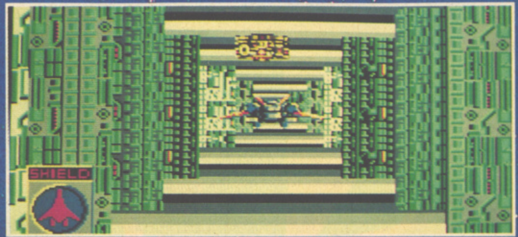
PAUL RAND

MEGADRIVE £35.00

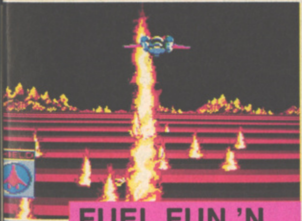
BY CRI

No sooner is the galaxy beginning to get back to some semblance of normality after the last raiding party, a vicious band of alien scum decide it's time to give the poor humans a good toasting. This time though, we're ready for 'em.

Out comes the secret weapon of humankind: the Tri-Z fighter, capable of massive and total destruction. And don't those alien bar stewards just know it! That's why the pirates have brought along more than the usual amount of weapons; the cosmos is full to bursting with alien firepower and, with only one prototype Tri-Z in operation, the odds don't look good...



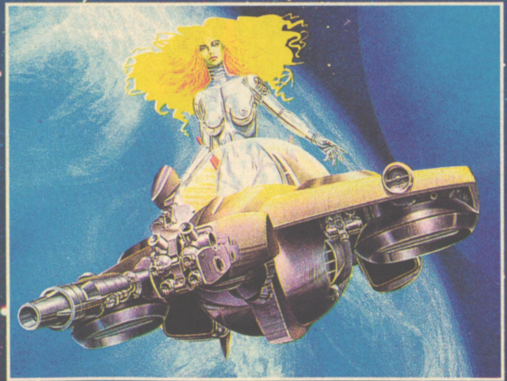
GALAXY FORCE 2



FUEL FUN 'N FROLICS

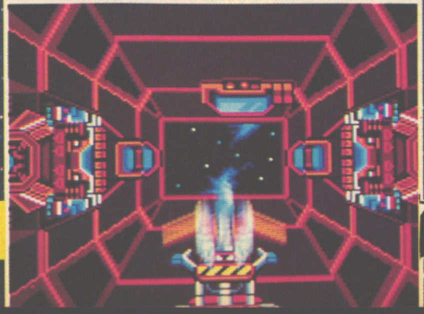
The Tri-Z fighter gobbles up fuel and, as there's only one of these craft in existance, extra energy is going to have to be found in order to keep those vital shields in working order. Extra power is gained by shooting enemies; every time one of these nasties is oblitered, an amount of fuel is added to a running total, which is added to the ship's remaining fuel load at the end of a level.

THANKS...
...to Console Concepts for the loan of the Galaxy Force II cartridge used for this review.



GALAXIES GALORE

Converted from the Sega coin-op, Galaxy Force II is a multi-level 3D blast throughout a number of levels. Each stage is split into two parts; first, fly around blasting anything remotely inhuman in a free-space free-for-all. Then enter a maze-like structure and negotiate the baddy-packed caverns before coming face-to-face with the end-level boss. And kill him.



MEGADRIVE

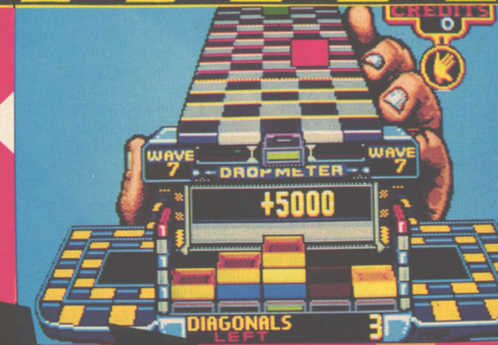
GRAPHICS	64
SOUNDS	76
PLAYABILITY	58
LASTABILITY	43
OVERALL	49

MEGADRIVE £34.99

BY TENGEN

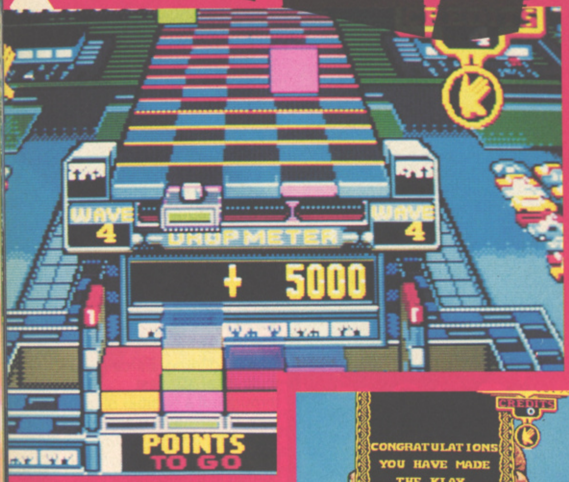
Puzzle games were always a bit of a non-starter - until Tetris arrived on the scene and dropped jaws around the world. This simple game of falling blocks proved a huge hit around the world, flogging Gameboys by the skipload. Not long after the Tetris sensation, another puzzler appeared to critical acclaim. That game was Klax.

Coloured tiles cascade down a table, at the end of which is a paddle. The object of the game is to make Klaxes - sets of like-coloured tiles - by dropping them into the columns at the bottom of the table. There are numerous difficulty levels, lots of different Klaxes to form and hidden warp zones to uncover. Yahoo!



KLAX

CREDITS
TILES
36



Ang abaat, 'aven't the CVG boys already reviewed this? Nope. This is actually another version released by Tengen, creators of the original Klax coin-op. So what's it like compared to the original cart, which was a bit stinky? A vast improvement, as a matter of fact. Graphically superior and sonically brill with stacks of samples taken from the arcade game. The big difference is in the gameplay, though. Tengen's game has a much better feel, more like that of the coin-op than the previous attempt. Obviously, if puzzle games aren't your cup of char, you'll find it difficult to justify buying this. On the other hand, you may just find that you like it - so give it a blast, see what you think and then buy it!

PAUL RAND

CONGRATULATIONS
YOU HAVE MADE
THE KLAX
HALL OF FAME!
ENTER YOUR
INITIALS
A A A

KATCH THEM KLAXES!

There are many different types of Klax. The normal Klax is a set of three tiles, all the same colour, positioned either horizontally, vertically or diagonally. Extra points are scored four four or five-tile Klaxes and, if you can manage to create a Big X (curiously enough, this is a large "X" spanning the all five columns) you're blasted to the Warp Zone!

SECRET
WARP WAVE
KLAX WAVE
#6
YOU MUST
GET 10
KLAXs.
HINT: Make a
BIG X on
this wave for

MEGADRIVE	
GRAPHICS	84
SOUNDS	82
PLAYABILITY	87
LASTABILITY	85
OVERALL	85

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Screen shots from Coin-Op version.

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Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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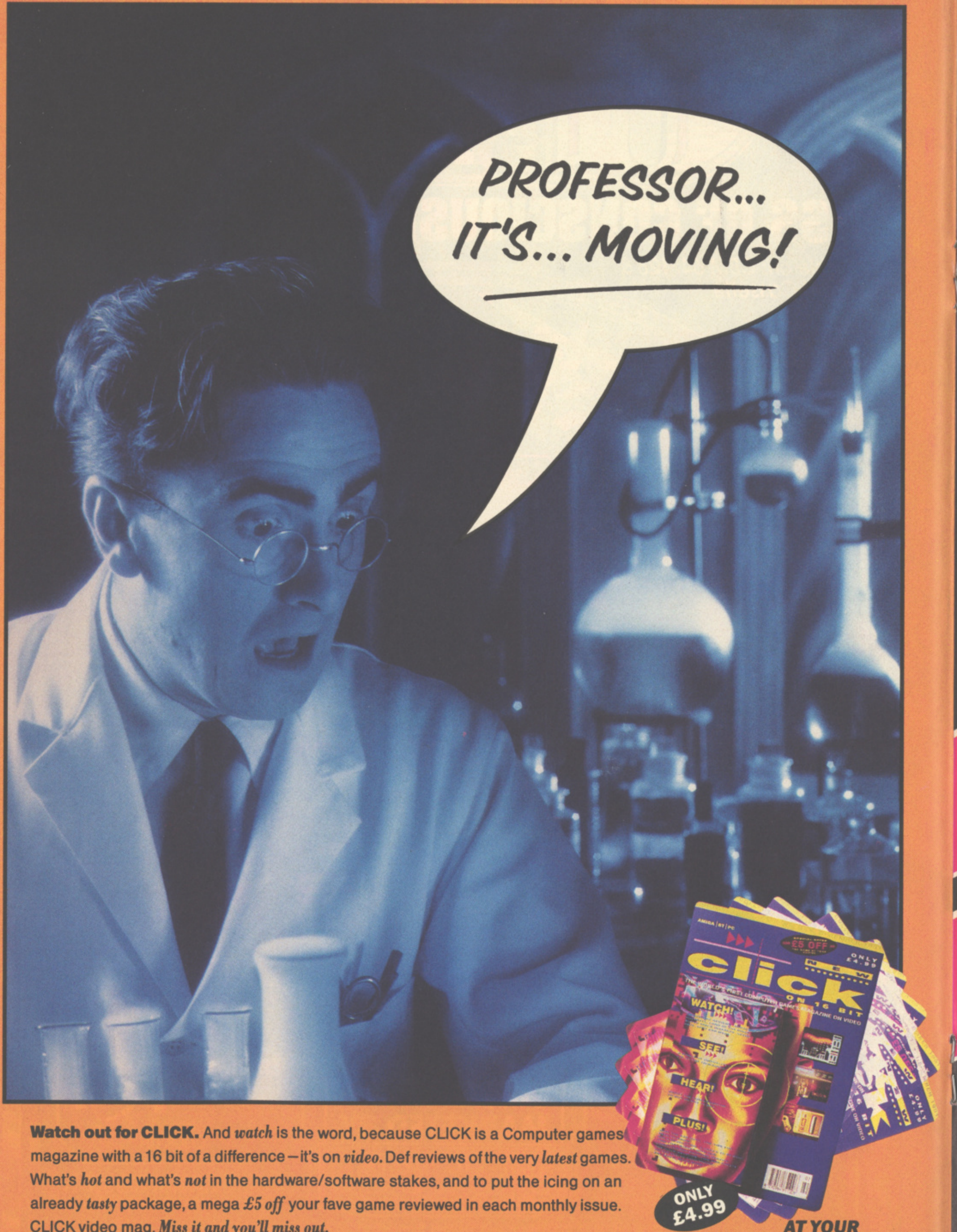
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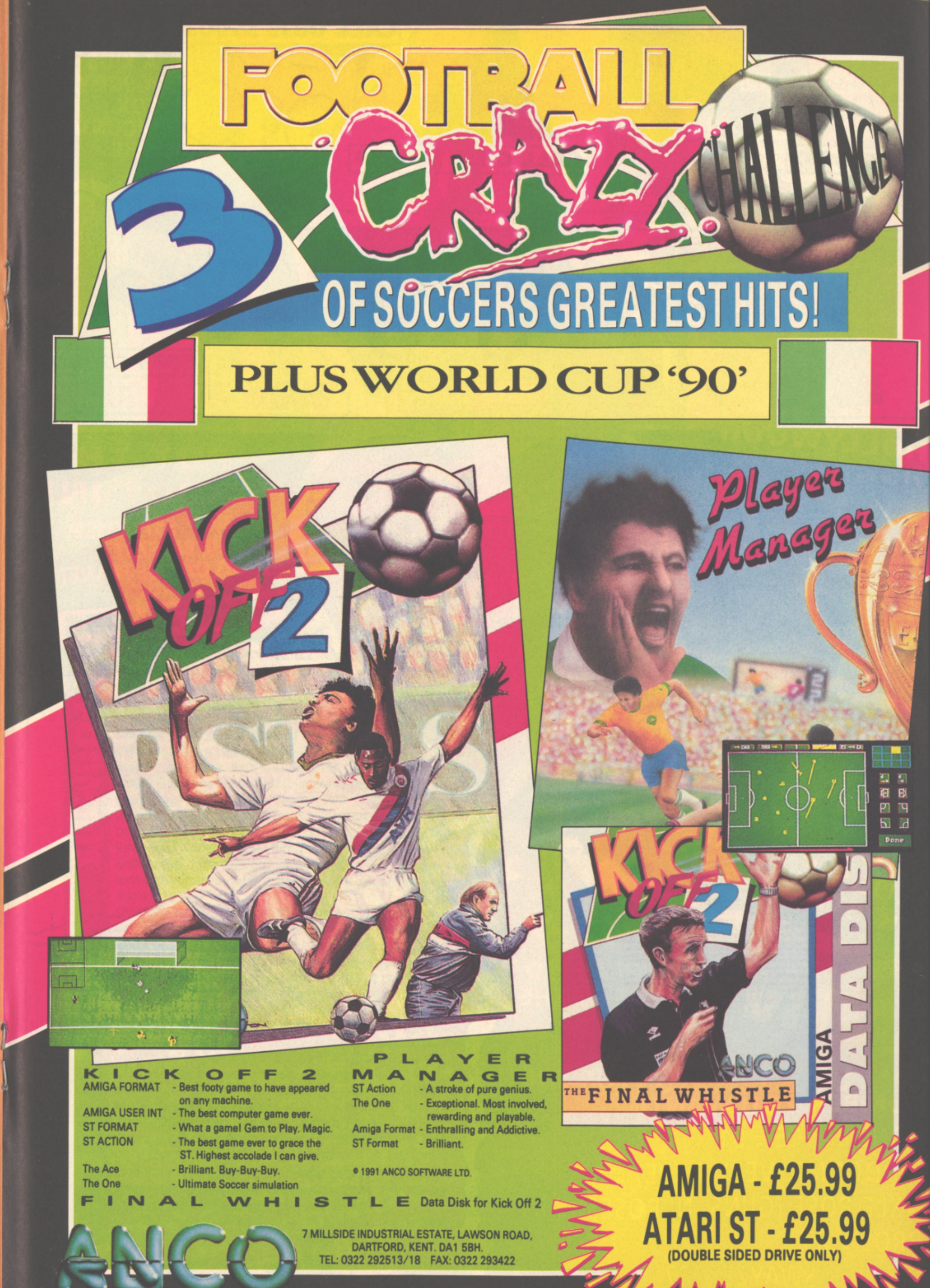
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cheat MODE

Jippety jeepers! Not content with roaming his North Eastern haunts, doing Elvis impressions in basement bars and stuffing most of the CVG crew at Kick Off 2, PAUL RAND is back for another batch of cheeky cheats and jolly japes with the hottest tips this side of Brigette Nielsen.

Don't you want to be part of the hottest cheats section in the world? Send everything you have - from tips on games to hints for stopping flowers wilting - to: JUMPY JABOOLAS, IT'S PAUL'S CHUCK IN THE BUCKET CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a chucklesome hundred smackers worth of software for the best tip or map, and a bag full of diced carrots if your cheat's been ripped off. You have been warned...

ALL FORMATS

FANTASY WORLD DIZZY

What with Wales being so crap at rugby, the taffs need a bit of cheering up so let's hope this solution to Codemasters' jolly egg-straveganza from *Gareth Williams*, Newport, Gwent does the job. Remember, for infinite lives type in **IMMORTAL** on the high scores screen.

First, give the apple to the troll, now pick up the bread and throw the water into the fire. Collect the heavy boulder. Now give the bread to the rat, hop-skip across the crocodile pit and pick up the boulder on the other side. Cross back over and drop the boulders on the staircase. Go up to the switch and press fire, jump up and then jump right and don't bother with Denzil!

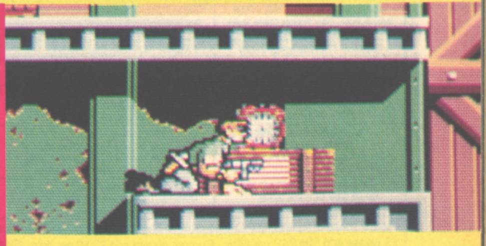
Jump onto the table and walk left as far as you can without falling off, then jump left, jump right and walk right, jump to collect the key. Jump back and up into the attic, collect the bone and proceed to the portcullis at the bottom of the castle, walk through it and jump into the Amorog's den.

Quickly walk right and pick up the boulder, then drop the bone. Jump out of the pit then walk back and pick up another boulder, jump over the Amorog, walk left, drop the rocks in the water and go back to collect the other one. At this stage the water will rise so cross over to the other side and collect the potion from dozy. Travel back to the crocodile pit, jump over it and walk over to the dragon now get close to it and drop the potion quickly go past the dragon to pick up the sack. Go to the bottom of the treehouse and pick up the cow, then climb up to Grand Dizzy to get a pickaxe and a crowbar.

Go right and collect the door knocker and proceed right to the base of the volcano to collect the third key. Now go to the well and use the crowbar. You will fall into a strange new world! Get on top of the barrel and jump onto the church roof, go inside the church and get the final key. Go into the market square and give the shopkeeper the cow. He will give you a bean, then go back through the well and go to the lift house.

Put the keys down by the boxes and when a message comes up four times go down to the dragon and pick up the egg, put the egg back down and use the pickaxe to break through the rubble, now collect the carpet. Go up and drop the bean in the manure and return to the castle, dropping the door-knocker at the door. Pick up the bucket and and go back to the base of the volcano, fill the bucket in the water and drop it on the manure. Are you still here? Good: did you know that F117A is coming on the Super Famicom? Nobody else does! Anyway, back to the cheat: Climb up the beanstalk that sprouts and jump across the clouds. Go to the cloud castle, drop the rug on the spears and jump up, then walk right, jump left, dodge the spikes and jump up right, fall right then walk over to Daisy's cage and press fire. When she comes down, go over to her and press fire once again. And that, folks, is that! Phew!

AMIGA



NAVY SEALS

It's all action when *Leigh Jackson* is about. Leigh lives in Beverley, North Humberside and is an avid Amiga basher. Here are his tips on Ocean's low-quality shoot 'em up to prove it.

When asked to enter your name in the high score table, type **PSBOYS**. Start the game, press **H** and hit **ESCAPE** to move onto the next level.

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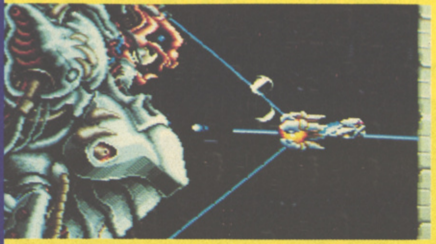
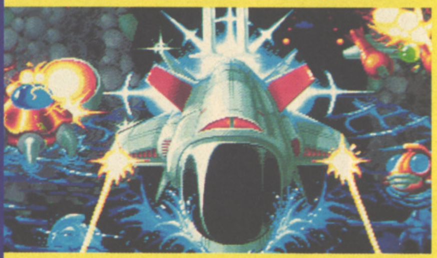
R-TYPE II

More *Leigh Jackson* joviality, this time for the cracking conversion of Irem's classic sequel to their even more classic blast.

Press down the pause key (**P**), hold down the left mouse button and hit **F1**. The border will turn green and you will become completely invincible.





CAR-VUP

Try out these codes for Core's driving-related bundle of fun. Enter the codes on the high-score table for groovy things to happen:

WHOOPSIE - allows you to start on prehistoric level

WOAARRGGH - gives you speed

PUSSYCAT - gives you nine lives

INDIANA JONES (THE LAST CRUSADE)

Leigh Jackson once more - does this guy ever stop? Enter your name as **SILLYNAM** to get infinite lives.

LEMMINGS

No, I don't think he does stop actually. Here's his last one, this time for the brill Psygnosis puzzler.

On the title screen type in **FQUIGGLY** to make the Lemmings stop their suicide runs!

ATARI ST

JAMES POND

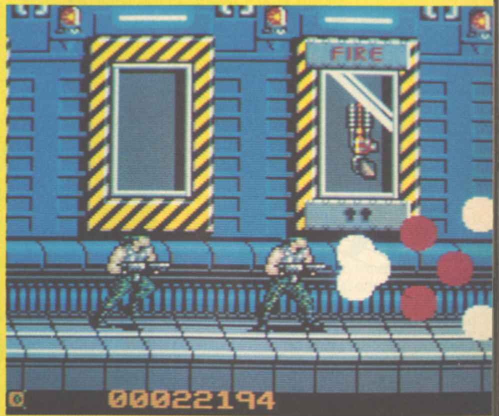
Following the fab solution to James Pond printed in an earlier issue we're about to make it even easier with this amazing cheat from *James Deane*, Huddersfield, West Yorks. Take it away Jimmy D...

Type in **MR2** and you get unlimited lives. Having done this, press **D** and the mission pipes open. Then press **Z** for level one, **X** for level two and proceed along the bottom row of keys from **C** to **?** to get levels three to ten inclusive.

COMMODORE 64

MIDNIGHT RESISTANCE

Osman from Peckham, London, has an infinite lives tip for Ocean's not-too-bad coin-op convert. You have to get a shot at the high scores table; enter **SIAMESE** and then your initials and hey presto: infinity. Cheers Os!



NEW ZEALAND STORY

That cutesy but challenging romp around Kiwi terrain has had it's fair share of cheats. Here's another, from *Marc Nock*, Bobbington, West Midlands.

Hold down all the buttons on your keyboard until the outer screen turns grey, then simply press the arrow keys to jump levels!

KLAX

Dominic Birch from Hull is quite a fan of Klax - more so since he found these corking POKEs!

Reset the computer after loading in the game and type in **POKE 27686,137 (return), SYS 2079 (return)**.

DIAGS TOGO
CREDITS 2
3
SCORE 13575
HI-SCORE 1000
WAVE 03
WAVE 03
+1000

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
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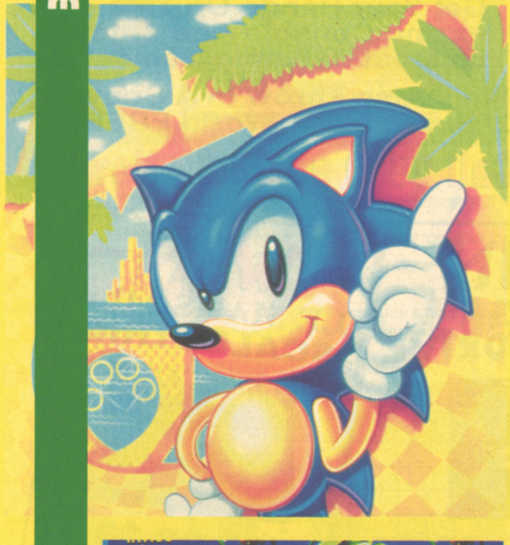
ARNOLD PALMER GOLF

Is it a birdy or is it an eagle? Either way it's from *Ben Connor* (no relation to John or Sarah), whose home is situated in Holmbrook, Cumbria.
Simply enter your password as **EVE** and you will be able to hit the ball amazing distances. Ben claims to have hit the ball 565 yards with his one wood using this method!

SONIC THE HEDGEHOG

More prickly mammal malarkey from clever old *Mark Kent* of Birmingham. On the intro screen do any of these three movements to select the secret stages:

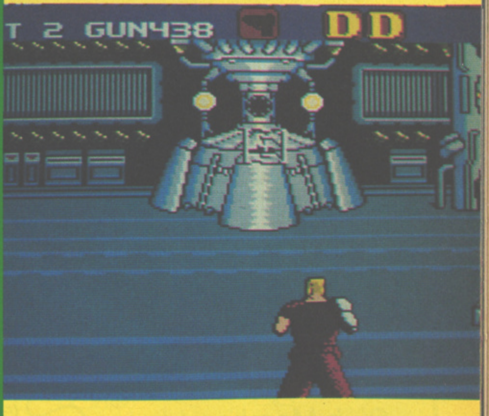


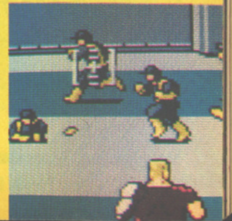
1. Press **UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START**
2. **A, C, B, C, A, UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START**
3. **UP, DOWN, LEFT, RIGHT, A, C, B, C, A, A, C, B, C, A, START**

Instead of a score there should be some code. By pressing **B** Sonic should change into a ring, press **B** to make him turn into another sprite and press **C** to make your chosen sprite permanent, giving you infinite lives. While cheat mode is on press pause, **B** to see action in slow motion, **C** to get frame by frame animation but beware. If you reset the game try getting it again by pressing **A**, start and hold them down for a few seconds. Select Green Hill Zone act 1, this will bring up a different screen every time.

DYNAMITE DUKE

A mega-quickie from *Luke Waples*, Essex's finest. Probably. It's for the bit-too-easy Op Wolf clone.
Press **C** ten times and then **START**. You will have multiple options on changing the game. By George!





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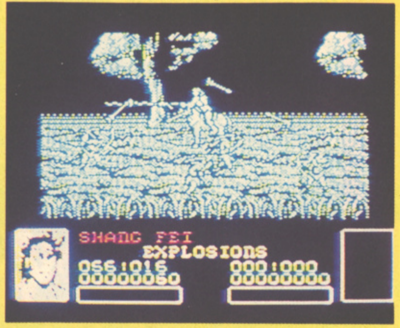
DYNASTY WARS

The wizard from Oz, *Steve Russell* again, this time with a wicked cheat for US Gold's spangy arcade conversion. Press **SHIFT** and **ZERO** to progress to the next level.



MIDNIGHT RESISTANCE

Matthew Guard comes to the rescue of beleaguered midnight resistors with his cheeky cheat.

On the title page press the keys **R**, **G** and **N** together for infinite lives.

SOLOMON'S KEY

I thought this puzzley little game was quite a hoot. Obviously so did Matthew Guard, who's supplied us with quite a nice tip.

Type **CAZZ** into the high score table for infinite lives.

NINTENDO

GHOSTS 'N' GOBLINS

Gary Clare from Oxon reckons Nintendo's the best, so he's put together a player's guide for us. Here's some useful info on Capcom's medieval knight sim:

You can select a level by entering the amount of players you want, then before pressing start, press **RIGHT** three times, then **B** three times, **UP** then **B** three times, **LEFT** then **B** three times, **DOWN** then **B** three times then press **START**. Now select a level!

Gary has also supplied us with an underhanded way of completing the game. Using the cheat iisted above go to level seven and defeat the devil - don't press reset yet! Move the level select marker back to level seven again and defeat the devil once more. Now you can tell everyone you finished the game. Hmm.

PLAYER-1
6500
TOP SCORE
20100

KID ICARUS

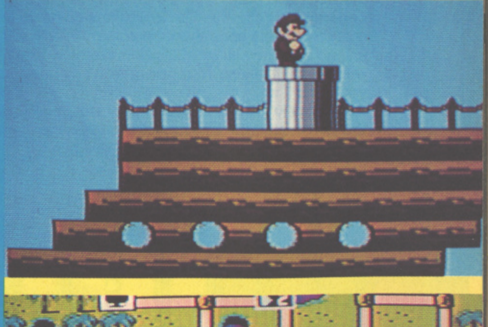
Old *Gazza Clare* is back, with a cheat for this the game Frank O'Connor reckons is "a right good laff."

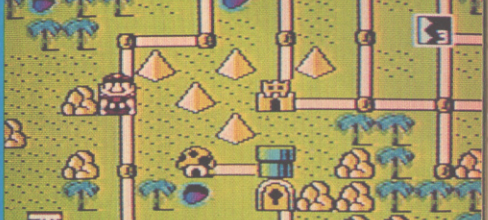
By putting in this code you will be invincible: **ICARUS FIGHTS, MEDUSA ANGELS**. Corky!

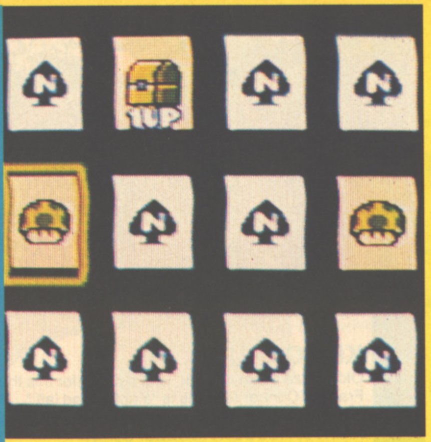
SUPER MARIO BROS 2

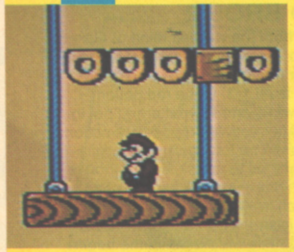
Phew! More soopa stuff from the warped mind of *Gary Clare*. Here's some warp zones for the prequel to the utterly megadocious Super Mario Bros 3!

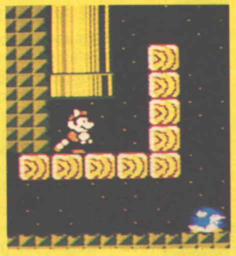
There is a warp zone on level 1-3. Get a red potion bottle and drop it on the white and red patterned pot instead of going inside it. After you've dropped the potion bottle on it enter and you will be transported to level 4-1. There is another warp zone on level 4-2, the method is the same and the pot is hidden under a section of pathway on a little island which is all by itself. The red potion is on top of a three level island. This transports you to level 6-1. Before you go to this warp zone at the beginning of level 4-2 you can pick up an extra power up by going left instead of right, jumping to a small whale. You will find a clump of grass, under which there is a small potion. Drop this and you'll get your power up. There's another warp zone on level 5-3. You've got to go quite a bit into the level to get the potion then double back to the pot which is near the beginning. To get back up the hill crouch down until your sprite starts flashing then jump.









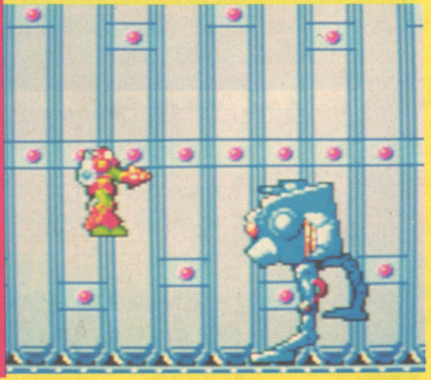


TRANSBOT

Craig Herbert, from Never Never Land, has been sitting impatiently on his Sega playing this sad shoot 'em up and has just come up with these amazing gems of wisdom.

Before you switch on the game, put both keypads into the Sega and press controls one and two on the number one keypad. After the title screen has come up four secret commands appear on the screen. Fiddle with the joypad until they all say **ON**. Now start the game. You will get infinite lives, your power won't go down and you'll find it easy to get your weapon.

Alternatively, try this cheat for peace of mind: Switch on the game, put both hands on the cartridge and turn off the console as soon as possible. Now pull out the cartridge and use it to stoke the fire.



GOLDEN AXE

Here's a spiffy tip for the best beat 'em up on the market for the Master System. It's come all the way from *Craig Herbet*, wherever the hell Craig Herbert comes from. After you have exhausted all your continues, press the pad upwards and press both control buttons for an extra continue. This only works once, unfortunately.

ALTERED BEAST

Here's a cheat from altered beast *Paul Hitchen*, who hails from somewhere near Preston.

Once you use your first and only continue and you die again, hold the directional pad down and press both buttons. Hold this for a few seconds and you can get another continue. This works three times only, but who's complaining?

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RUFF 'N' REDDY

Chris Griffith from Southall, Middlesex claims that he's never had any of his tips printed in CVG before, even though he's sent in loads. That was probably because they were crap. Luckily this Ruff 'n' Reddy tip is a bit of alright, so Chris can put that Kleenex away.

Enter **EVIL NEVER DIES** on the title screen for infinite lives.

FLIMBO'S QUEST

Quite a wrinkly game, this, but *Chrissy Griffith* has sent in a poke or two.

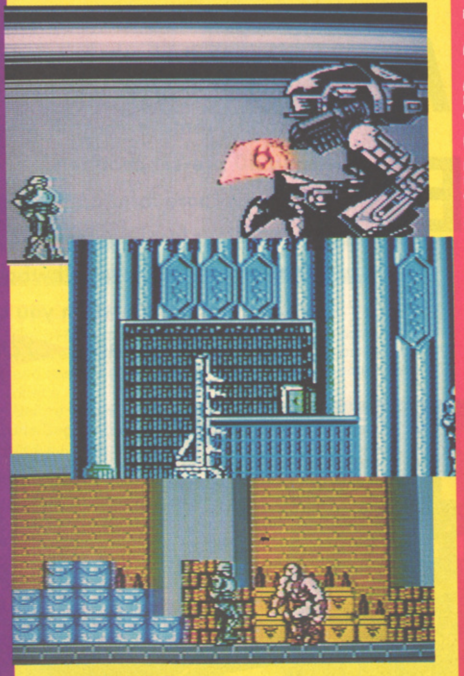
POKE 5628,173 for infinite lives and **POKE 10392,165** for infinite time.

SPECTRUM

ROBOCOP

Some real fighting cheats from *Jamie Llewellyn*, Peterlee, Co Durham - two miles from where I live! Move, creep...

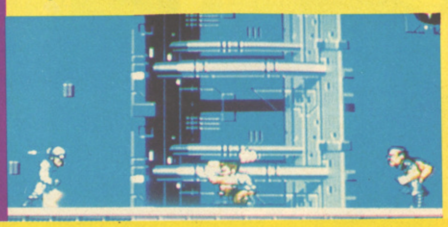
Redefine the control keys as **MSYULE**. You will then have infinite lives. While this mode is in operation holding down **G**, **T** and **I** will advance you a level.



TOTAL RECALL

Not only a Robo fan, this *Jamie Llewellyn*, but an Arnie aficionado too. He'll be back.

On the score table type **THE END IS NIGH** and, once the game starts press enter and you will advance a level.



OPERATION WOLF

And another violent blast to round up *Jamie Llewellyn*'s tips spesh. This time for the conversion of Taito's Uzi-mounted megablast.

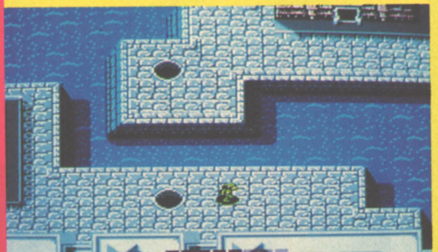
Load 128k version to 48k mode and you'll go straight to level six. Lumme!

PC ENGINE

TEENAGE MUTANT HERO TURTLES

Ryan Toone from Calamunda in Australia has sent in this cheat for the game starring those four heroes in a half-shell. Apart from being a Turtles fan, we've also heard that Ryan is a bit of a fiend for Vegemite.

Load up as usual and start the game, during it press the keys **A**, **S**, **D** and **G** simultaneously and the word **ON** will flash briefly at the bottom of the screen. Wait a few more seconds and press **Q**, **E**, **R** and **P**, again simultaneously, and **ON** should flash once again. You are now invincible and can also walk through buildings and lakes!



AMSTRAD

XENON

Antipodean antics in the Amstrad cheaty bit this month, courtesy of one *Steve Russell* of Queensland, Australia. Press **ESC** to pause the game and hold down **T**, **I**, **N** and **Y**. A message will appear to tell you your craft is invincible.

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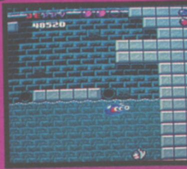
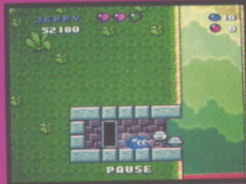
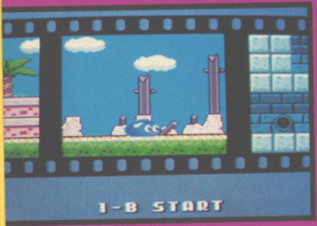
BY EPIC/SONY RECORDS

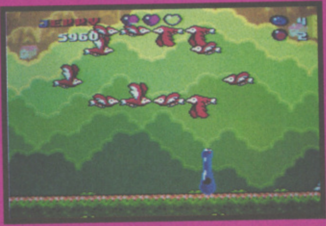
ジェリーボーイ
Jerry Boy

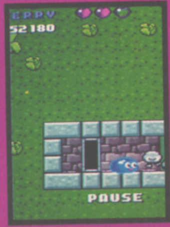
Poor Jerry Boy. Once, he was a lovable cute little boy, now by some horrible trick of fate he has been transformed into a small lump of blue jelly. Now this would suggest two things. One, that this is not a thing that usually happens to small children and two, that somewhere along the line, Jelly Boy somehow got translated as Jerry Boy. The game itself was one of the first titles to be developed by Sony for the Playstation, their Famicom compatible CD Rom machine. Jerry Boy has to try and regain his human shape as well as saving his girlie from the clutches of an evil wizard and the amorous intentions of the local bully. To do this, he must ooze his blob-like figure through a tortuous series of platform and nasty-filled levels. Along the way he will encounter various seemingly insurmountable problems. Fortunately, Jerry Boy has a couple of jelly-like japes up his quivering sleeve. He can leap tremendous distances and scale walls like...well, like a small lump of blue jelly. As far as firepower goes, Jerry Boy is evidence of why the US Air Force don't use jelly in tactical strike situations. Jerry Boy is crap. He can't fight for toffee. He can however leap onto the backs of bad guys and knock them over. He can also use his jellified proboscis to bop the nasties from below. So go now, young Jelly-me-lad and seek out your destiny, being a small lump of blue jelly is no life for a young boy.









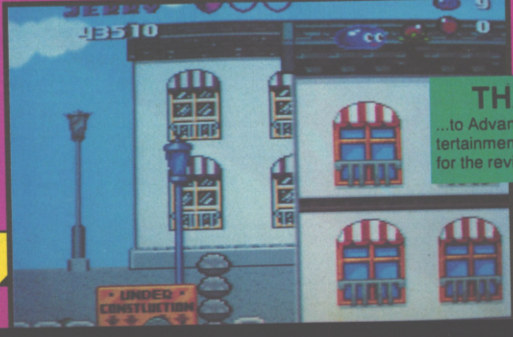


Ho, ho! It's a jelly's life for me. Never before have the trials and tribulations of being a jelly been portrayed with so much realism and detail. Jerry Boy looks initially like the sad little cousin of the Mario Bros. Once you start playing though, you begin to realise that there's a lot more to Jerry Boy than meets the eye. Learning to control the wobbly little critter is half the fun. He accelerates, climbs, bulges and bounces his way to glory, but getting used to the control method is a little tricky. Once mastered though, a whole new world of jellified pranks opens itself up. Like the Mario series, there are lots of hidden rooms and secret levels to discover and lots of platform related puzzles to solve. The music that plays throughout is brilliant. It starts off with a slightly twee tune, reminiscent of children's TV, but soon changes, including spooky haunting tracks and almost orchestral fanfares and themes. The graphics are simple, but really well designed, with smart sprites and lovely backgrounds. All in all, Jerry Boy is the single best simulation of being a small piece of blue jelly that I have ever seen.

FRANK O'CONNOR

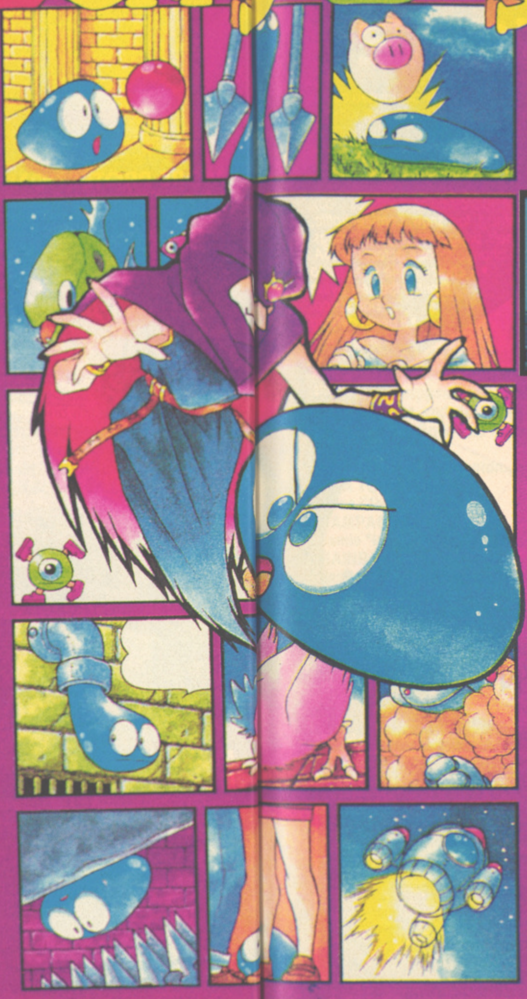
JOVIAL JELLY JAPES

Jerry Boy has a few neato tricks when it comes to bashing baddies. He can pick up balls which can then be hurled at the critters, or leap onto their heads and squash them. Perhaps the funniest weapon at his disposal is his stretchy nose. As he leaps, he can push out his nose at high speed and bop any nasties above him. This talent comes in useful for defeating end of level baddies.



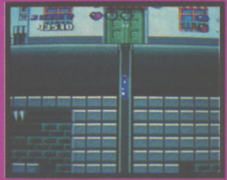
THANK..

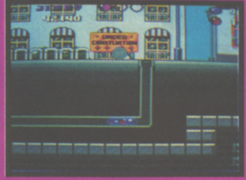
...to Advanced C e Entertainment (071 480) for the review ca

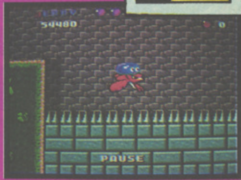


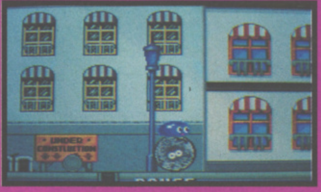
THE SADDEST STORY EVER...

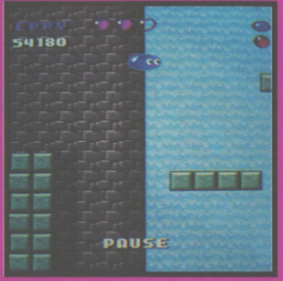
The saddest thing you're ever likely to hear, is the grim tale of Jerry Boy's origin. An evil Wizard wants to steal children, but Jerry Boy stands in his way. The love he has for his girlfriend is distasteful to the wiz, so he enlists the help of the school bully, who fancies Jerry's girl. The wiz then kidnaps Jerry's babe and in order to stop Jerry coming to rescue her, he turns poor Jerry Boy into a small lump of blue jelly. During the game, Jerry meets his friends and parents, but none of them recognise him. It fair brings a tear to your eye so it does. At one point, he spots his parents in their car and just as he reaches them, they tear off, leaving only a cloud of dust. The only one who recognises him is his little dog. Boo hoo, sob sob.

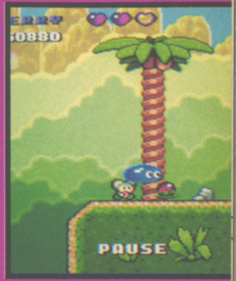






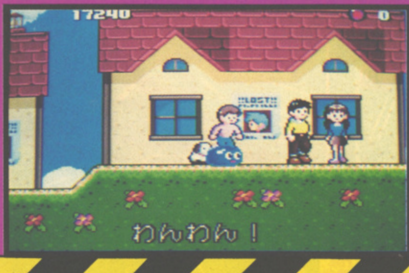


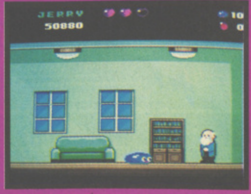




Jerry Boy is a game which eve ryone in the office has been raving about since it arrived - and for the life of me I just can't figure out why. I for one find the concept of controlling a small piece of jelly ridiculous, but that's not the reason for my indifference. Sure, it looks pretty, but then again doesn't everything on the Famicom? I certainly wouldn't say that the artist has gone to town over creation of the graphics - they begin to look very samey after only a short while. But it's the gameplay which has my mind wandering whenever I sit down to play Jerry Boy, as it just isn't exciting enough. Shuffle along, jump onto the heads of baddies, and that's just about it for me. I've no doubt that this type of game is of great appeal to a load of folk, but I like my action a little more hectic, ta very much.

PAUL RAND





FAMICOM	
GRAPHICS	83
SOUNDS	88
PLAYABILITY	85
LASTABILITY	86
OVERALL	85

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HIGH SCORES

DEAR WIMPS

The closer it gets to Christmas, the more games get played and scores sent in by Britain's best gamesplayers - the readers of CVG. A lot of oldies featured this issue, probably because the software houses are holding back their new stuff for the festive period. Next month, I'll expect to see a similar deluge to the one we have here; let's take a look...

SADIE

AMIGA

Speedball 2 and PGA Tour Golf manage to hang on in the Amiga chart for another month, with the excellent Kick Off 2 making yet another reappearance. Rainbow Islands flies the flag for the cutesy genre and, to please the prehistoric monster lovers out there, Chuck Rock and Rampage bring up the rear.

KICK OFF 2 **Anthony Prior, Warrington.**	**82-8 ENGLAND V HOLLAND**
PGA TOUR GOLF **Ross Cleary, Liverpool**	**57 SAWGRASS**
RAMPAGE **Jamie "Ice Cool" Aldron, Swansea, Wales**	**3,768,550**
RAINBOW ISLANDS **Jamie Aldron, Swansea, Wales**	**9,999,990**
SPEEDBALL 2 **Matthew Collins, Swindon, Wilts**	**BRUTAL DELUXE 444 DAMOCLES 2**
CHUCK ROCK **Richard Roberts, Canvey Island, Essex**	**465,150 COMPLETE**

ST

Have all you ST owners gone into hibernation? Three scores, all for old games, make up the Atari table. What about some of the brilliant new titles out for the ST? I want to see scores of scores for Virgin's smash sim, Jimmy White's Whirlwind Snooker come next month - or else.

PREHISTORIK **Patrick McGloin, Langley, Slough**	**39,630**
TOKI **Chris Newton, Penzance, Cornwall**	**55,930**
SWIV **J M Morgan, Cardiff, Wales**	**176,640**

SPECTRUM

Spectrum fans must be the most cosmopolitan computer owners around, judging by the variety of games to be found this month. They're not averse to playing the oldies either, with four-year old Future Knight rearing its crusty head.

RAINBOW ISLANDS **Deborah Lockhead, Hamilton, Scotland.**	**1,081,180**
TETRIS **Gareth Jenkins, Bridgend, South Wales.**	**125 LINES**
FUTURE KNIGHT **Ryan Humphries, Wakefield, West Yorkshire**	**1,200,785**
OPERATION THUNDERBOLT **Ryan Humphries, Wakefield, West Yorkshire**	**1,380,050**
BUBBLE BOBBLE **Stephen Parsons, Cardiff**	**591,930**
PANG **Daniel Creser, Earls barton, Northampton**	**743,500 COMPLETE**

SEGA

All change in the Master System chart this month, apart from Rescue Mission which manages to hang on in there with its lightgun-related frolics. You lot are certainly no slouches when it comes to sending in scores - keep it up.

MICKEY MOUSE **Matthew McKenna, Harefield, Middx.**	**942,140 COMPLETE**
RESCUE MISSION **John Howard, Giffnock, Glasgow**	**578,500**
FANTASY ZONE **John Howard, Giffnock, Glasgow**	**4,968,300**
R-TYPE **Mark Jameson, Whitby, North Yorks**	**712,500**
ALEX IN SHINOBI WORLD **Richard Merrick, Darnall, Sheffield**	**1,154,000 16 LIVES LEFT**
AMERICAN PRO FOOTBALL **Jamie Humphries, Brierley Hill, West Midlands**	**98-0**

PC ENGINE

The best things often come in little packages and you don't get much smaller than the PC Engine! The scores have rocketed into the CVG office - you must be using the Shuttle Engine!

PC KID 2 **David Wheeler, Mornington Meadows, Mid Glamorgan**	**3,457,452**
CHASE HQ	**7,163,320**

Mike Reynolds, Harrow, Middx	
MOTOROADER 2 Matthew Parsons, Blackburn, Lancs	160 COMPLETE 1ST PLACE
ALTERED BEAST Paco Renshall, Hong Kong	352,000

SUPER FAMICOM

A UN Squadron score to knock last issue's effort out of the sky tops the Famicom table, but it's more than adequately held up by a quartet of excellent entries, not least the amazing Final Fight score! Let's see Super Ghouls 'N' Ghosts and Geoman Warrior making their debuts next time round, eh?

UN SQUADRON Luke Waples, Colchester Essex	871,000
SIM CITY Nicholas Hudson, Walton-On-Thames, Surrey.	42,960,000 POPULATION
GREMLINS 2 Daniel Elms, Winchester, Hants	COMPLETE
DUCK TALES Kalle Jarvenpaa, Helsinki, Finland	11,960,000
COBRA TRIANGLE Simon Field, Eastleigh, Hants	999,990
WORLD CUP Hugo Elings, Holland	21-6 ITALY V W GERMANY

GAMEBOY

Apart from the superb Hunt For Red October, all of the games in the Gameboy table have appeared before. What's wrong with the multitude of other brilliant carts available for Nintendo's perfect portable? I wanna see new scores next month, or it'll be Vaseline and fondue forks all round.

SUPER MARIOLAND David Lindfield, Haywards Heath, Sussex.	882,800
SUPER R-TYPE Luke Waples, Colchester, Essex.	890,400
AUGUSTA GOLF Dan Osborne, Hornsea, East Yorks.	-13
FINAL FIGHT Oliver Bechberger, Leinfelden, West Wermany	3,834,493

MEGADRIVE

Sonic scores-a-plenty this month; unfortunately, all but one failed to beat last month's high of 4,283,140. The one that did looks pretty unbelievable, but I was sent photographic evidence - and the camera can't lie, can it?

SONIC THE HEDGEHOG Alan Brett, Nottingham	9,999,990
ZERO WING Alan Brett, Nottingham	2,878,830
PGA TOUR GOLF Ross Cleary, Maghull, Liverpool	55 SAWGRASS
REVENGE OF SHINOBI Matthew Cooper, South Ockendon, Essex	5,599,500
FANTASIA Dan Towes, Gillingham, Kent.	2,839,000
EA ICE HOCKEY Robert Rose, Wembley Park, Middx.	27-3 SOVIET UNION V UK
ZERO WING Tom Lindberg, Sandnes, Norway	7,123,100
JOHN MADDEN FOOTBALL John Hitchcock, Leytonstone, London	323-6 SAN FRANCISCO V ATLANTA

NINTENDO

The old faithfuls make a comeback whilst impatient NES players wait for the likes of Turtles 2, Battletoads and Super Mario Bros 3 to appear. Surely there are other games which you can crack, and better scores to achieve? Let's see some action.

SUPER MARIO BROS Harvey Youngman, Temple Cowley, Oxford	3,900,550
SUPER MARIO BROS 2 David Hyder, Chingford, London E4	COMPLETE WITH 132 LIVES LEFT
HUNT FOR RED OCTOBER Leigh Jackson, Hull.	8500
BALLOON KID David Trevethick, Scunthorpe.	137,200
KING OF THE ZOO John Haines, Headley Park, Bristol, Avon.	2,039,400
GOLF Paul Tyler, Newquay, Cornwall	USA -57
CONTRA Alistair Croall, Eskbank, Midlothian	4,236,249

ARCADES

Arcade high scores were a little thin on the ground this month; the recession must be really biting into readers' pockets. Or could it be that you just aren't up to the challenge pitted by today's top coin-ops? Prove me wrong!

PIT FIGHTER Leigh Jackson, Beverley, Hull	3,010,000
FINAL FIGHT Leigh Jackson, Beverley, Hull	7,000,939
NARC Frank Hughes, Birkenhead, merseyside	29,756,415
SIMPSONS Lee Osborne, Bury St. Edmunds, Suffolk	164 COMPLETE WITH HOMER

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME .... SCORE ....
GAME .... SCORE ....
GAME .... SCORE ....

NAME: ....
ADDRESS: ....
....
TELEPHONE NUMBER: ....
MY MACHINE IS: ....

BATTLE
COMMAND

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... LAST TO LEAVE

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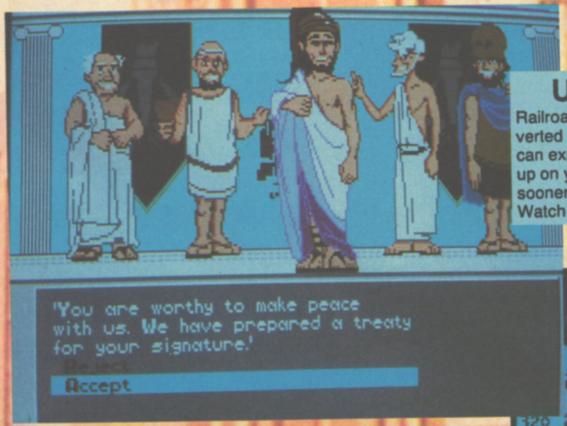
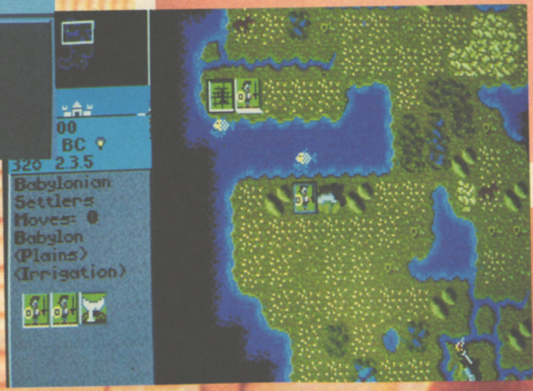
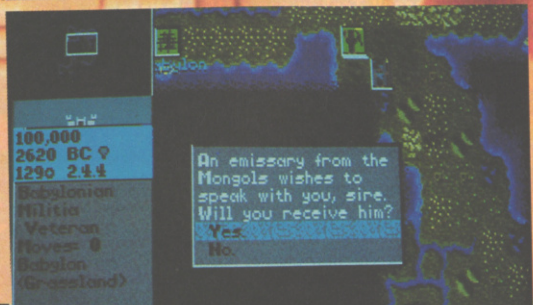
Employ the subtle art of diplomacy to keep the other sides at bay, or form armies to crush them with if they get a bit out of hand. Think you can do the biz? Just remember - it's a whole planet we're talking about...


'You are worthy to make peace with us. We have prepared a treaty for your signature.'
Reject
Accept

UPDATE

Railroad Tycoon was converted across 16-bit, so you can expect Civilisation to turn up on your Amiga or ST sooner rather than later. Watch this space...


00
BC
320 2.3.5
Babylonian
Settlers
Moves: 0
Babylon
(Plains)
(Irrigation)


100,000
2620 BC
1290 2.4.4
Babylonian
Militia
Veteran
Moves: 0
Babylon
(Grassland)

An emissary from the Mongols wishes to speak with you, sire. Will you receive him?
Yes.
No.

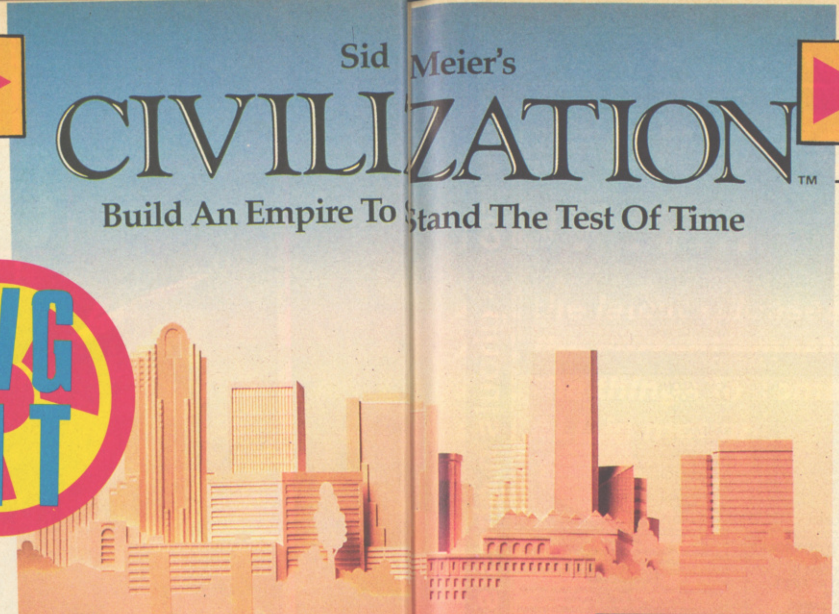
Fancy the chance of world domination without having to be some short French person with his arm stuck in his jacket and a silly name? Well, now you can be any world-dominating megalomaniac you like, cos Civilisation is here! Fans of the classic Railroad Tycoon will know the name Sid Meier straightaway, and he's the brains behind this one too! Start off with a load of thickie primitives and grtadually work your way up the tree to global domination, sorting out all those little troubles that go with the birth of kingdoms. I know the graphics aren't much cop and the sound is so-so, but neither are necessary. What counts here is the way the game grabs you by the mouse and simply refuses to let go. Just like those power-mad world leaders you just have to keep going until you've done everything it's possible to do, and that's going to take ages! If you've got a bit of a brain and you're looking for a long-term challenge, buy this and get lost in the world of your own making.

TIM BOONE

Sid Meier's

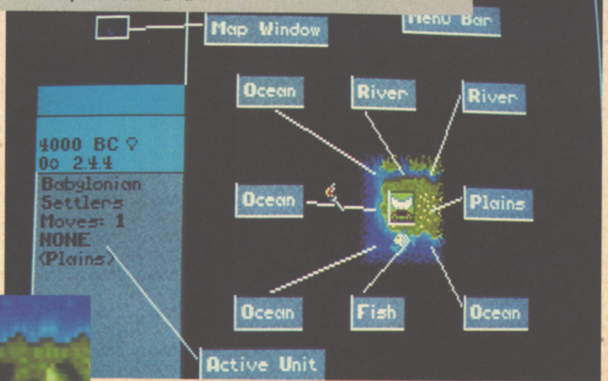
CIVILIZATION™

Build An Empire To Stand The Test Of Time



INVENT SOME THINGS!

The key to Civilisation is invention. In the beginning, your boys are as thick as pigs' poo - they can't even read and write! The more you can teach them, the more powerful they become, up to the point when they're capable of building nuclear missiles and even spacecraft. Hurrah!

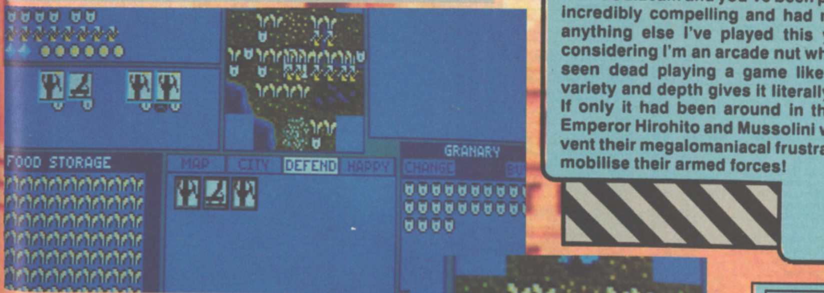


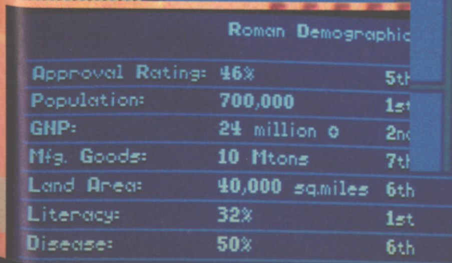
4000 BC
0o 2.4.4
Babylonian
Settlers
Moves: 1
NONE
(Plains)

BE NICE - THEN KILL 'EM

You can choose to play against between three and seven different races in Civilisation, each with their own quirks and attributes. Obviously, you want your folks to be the top dog in the world, but you can't immediately go on a killing spree, which is where diplomacy comes in.

Now and then tribal leaders will come to you to offer alliances in exchange for information. Of course, you don't have to keep to the letter of the treaty. When they're least expecting it, you could always send a massive force to their city and obliterate it!




Roman Demographic

Approval Rating:	46%	5th
Population:	700,000	1st
GNP:	24 million	2nd
Mfg. Goods:	10 Mtons	7th
Land Area:	40,000 sq.miles	6th
Literacy:	32%	1st
Disease:	50%	6th

Wow! Civilisation is a megalomaniac's dream which lets you build up a sprawling empire, conquer countries and rule the world from the comfort of your very own front room! It might look dull, but it's not. Not at all. It draws you slowly in, gradually giving you more and more to concentrate on until you suddenly realise that it's 2.20am and you've been playing for six hours! It's incredibly compelling and had me addicted more than anything else I've played this year - very surprising, considering I'm an arcade nut who normally wouldn't be seen dead playing a game like this. Its sheer scope, variety and depth gives it literally months of playability. If only it had been around in the early 1930's - Hitler, Emperor Hirohito and Mussolini would have been able to vent their megalomaniacal frustrations without having to mobilise their armed forces!

JAZ RIGNALL

PC	
GRAPHICS	60
SOUNDS	74
PLAYABILITY	92
LASTABILITY	92
OVERALL	91

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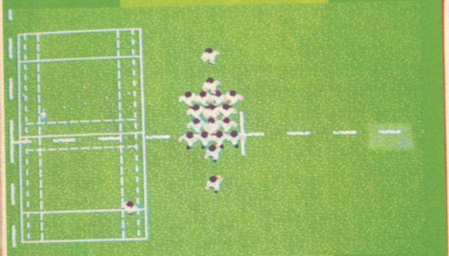
RUGBY

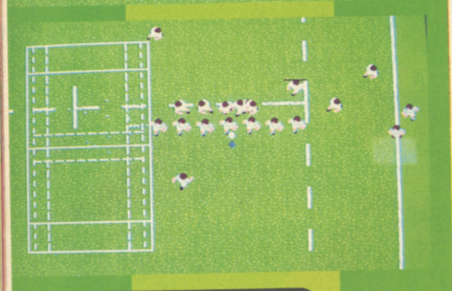
AMIGA **£25.99**

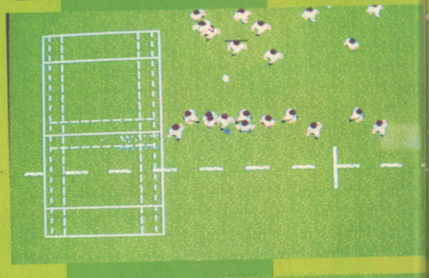
BY DOMARK

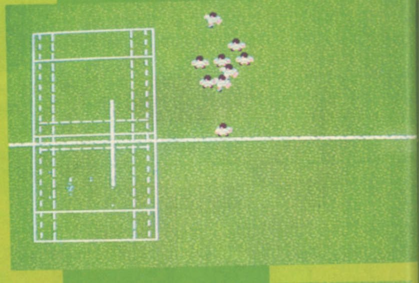
Domark's Rugby - The World Cup is played from a Kick-Off style bird's-eye view, complete with radar in the top-left hand portion of the screen. One or two players can choose their favourite teams, replay memorable matches from the World Cup in a single match or play the entire tournament. After selecting the length of time for each half, the action begins. All of the features of the real game are simulated, scrummages, line-outs and drop kicks to name but a few. At the end of time, the team with the most points wins through to the next game, with the loser having to suffer the shame and agony of defeat.

RUGBY WORLD CUP









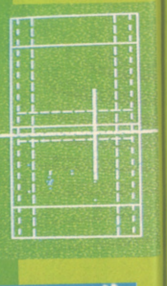
PICK UP A PLETHORA OF POINTS

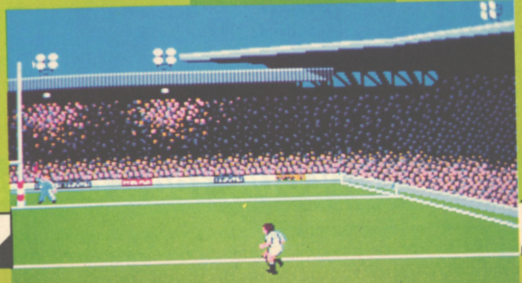
Unlike soccer, where scoring a goal means one point and back to the kick-off, rugby gives you a number of opportunities to lift your total above that of the opposition. There's the try, worth four points and scored when you touch down the ball in the opposition's in-goal area. Achieve this and you can go for another two points with a "conversion" - kicking the ball between the other team's goalposts. A penalty is awarded should the other side disobey the rules of the game - a successful penalty is worth three points; as is a drop-goal, which can be attempted at any time and, again, must be put between the opposition posts.

Domark have gone for the Kick Off fanatics with their Rugby World Cup game. The overhead view, radar and general style of play are reminiscent of that classic footy thrash, apart from the obvious differences between rugger and soccer. It's all quite fast and the programmers certainly know their sport, it's just that the game doesn't grab the player enough for him to stay and scrum-down for too long. There seem to be a few errors in Rugby - The World Cup too. For instance, I kicked the ball over the line, expecting a line-out, yet was greeted by a scrummage! On the subject of scrums, they require a Daley Thompson Decathlon-style waggle to win and, after a few goes, this can play hell on your arm. There aren't too many rugby sims on computer; unfortunately, this one is destined to be forgotten quite rapidly, due to its unremarkable gameplay.

PAUL RAND

AMIGA	
GRAPHICS	76
SOUNDS	70
PLAYABILITY	75
LASTABILITY	69
OVERALL	72





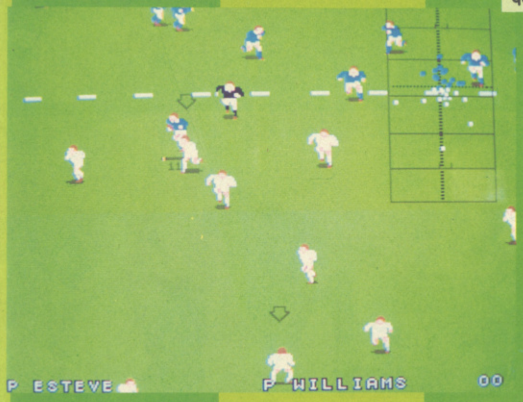
AMIGA **£25.99**

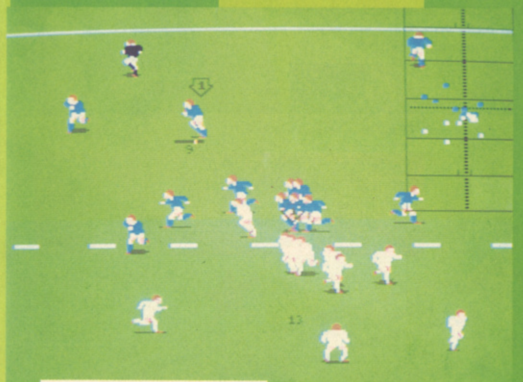
BY AUDIOGENIC

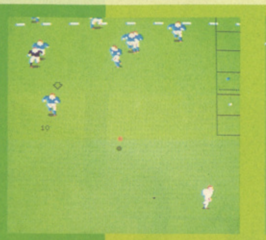
World Class Rugby from Audiogenic is a more strategic affair than the Domark game. It's also viewed in 3D, in a similar style to John Madden's Football on the Megadrive. Again, all the rules of the game of Rugby Union have been implemented; there's a fifteen-man team to grapple with, as well as the opportunity to score points-a-plenty if you're good enough.

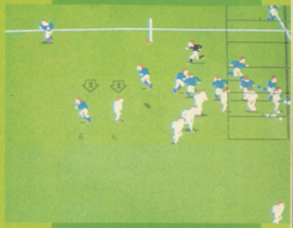
Unlike Rugby World Cup from Domark, set-pieces such as line-outs are played by selecting a pre-arranged move from a choice of eight, after which the boys do their stuff according to your selection. The 3D can be switched to a two-dimensional view if you can't quite grasp the idea of depth

WORLD CLASS RUGBY







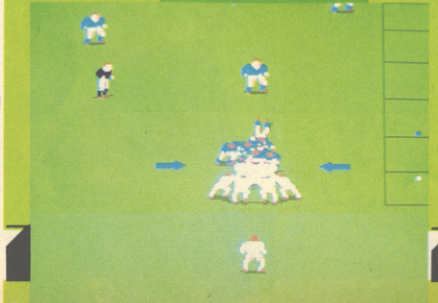


While Domark's Rugby is an arcade-style, grab 'n' run game, World Class Rugby from Audiogenic leans to the strategy side, with pre-planned set-pieces and the like. The 3D graphic style owes much to John Madden's Football on the Megadrive, although things run quite a bit slower. The speed is increased by switching to two-dimensional mode, but it really doesn't matter that the pace isn't blistering, so long as the game is accurate and playable - and it is. If you don't understand the rules of rugger, you'll probably be somewhat confused at the start; why, for instance, can you only pass backwards? The great thing about World Class Rugby, though, is that it's so easy to pick up as you play. The most realistic simulation of this most English of pastimes, World Class Rugby is a game which will appeal to many, not just fans of the sport.

PAUL RAND

WHERE DID RUGBY COME FROM?

Like many sports (apart from silly ones like Sumo wrestling and American Football), Rugby was invented by the English. The story goes that, in 1823, a pupil of Rugby School called William Webb Ellis, whilst playing a game of football, picked up the ball and ran with it. From that day, the game of Rugby was born.



AMIGA	
GRAPHICS	81
SOUNDS	73
PLAYABILITY	76
LASTABILITY	84
OVERALL	82

FAME!

"I'M GOING TO LIVE FOREVER....!"

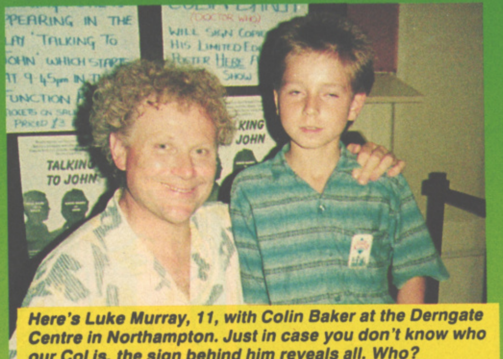
You wannabe famous? You got it!

We had a great response to our recent compo asking you to send in piccies of yourselves with various celebs. Some of them we've never heard of, most of them we know and a few are even more famous than Paul Rand! So huge was our "flip me, I'll get a hernia" mailbag that we've decided to extend the closing date for the compo until, well, whenever we decide we've had enough celeb-related japery or when CVG post heroes Rob 'n' George get fed up with hauling it all up the stairs!

So the good news for all you celeb spotters out there is to keep sending in those pictures. Remember, we're looking for genuine photos of you with a celeb - the funnier the better - and there's £200 worth of software to the celebrity spotter we reckon is best of the bunch!

So grab those piccies, include a hilarious letter about the celeb, don't forget to add your own name and address and wang the whole lot off to: **I WANNABE FAMOUS 2, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Unfortunately we can't return your photos, so make sure you don't mind losing the piccy before sending it off!

In the meantime here are a few who have already made it through to the shortlist for a prize. They've already won fame and fortune by appearing in the greatest games mag in the universe!


APPEARING IN THE PLAY 'TALKING TO JOHN' WHICH STARTS AT 9.45pm IN THE FUNCTION ROOM
COLIN BAKER (DOCTOR WHO) WILL SIGN COPIES OF HIS LIMITED EDITION POSTER HERE AFTER THE SHOW
TALKING TO JOHN

Here's Luke Murray, 11, with Colin Baker at the Derngate Centre in Northampton. Just in case you don't know who our Col is, the sign behind him reveals all. Who?

Incredible but true! CVG fan and all-round hero John Charlton bumped into Bugs Bunny at Bournemouth! "He's very fluffy," sez John, from Barnwood, Glos, who denies he was mistaken for a carrot...

Robin Theakston, 10, was obviously so bowled over at meeting Children's TV star Andi Peters he immediately sprouted a pair of rabbit's ears up top!

Oh dear, you're out for the count. Bradford boyo Richard Burrows thought he'd catch the CVG boys napping with his fake-a-roony piccy of himself and Frank Bruno. Honestly, the things some people will do for a bit o' free software...

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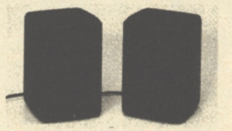

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SUPER GHOULS "N" GHOSTS

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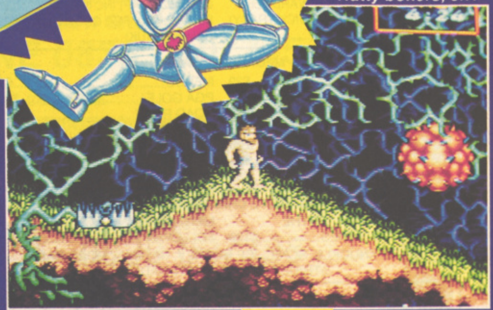
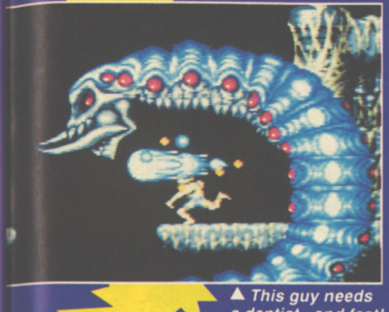
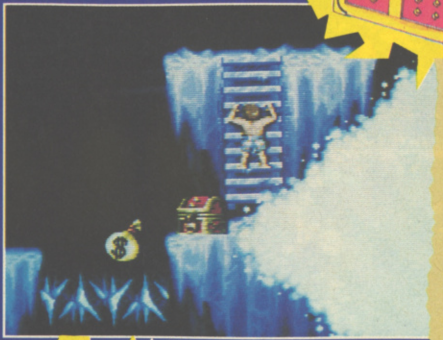
BY CAPCOM

Every now and then, there comes a game which will not only shift thousands of copies of the title itself, but also help sell the host machine. On the NES it was Super Mario Bros. On the Megadrive, it was Sonic The Hedgehog. Now, finaliy, the Famicom has a game that will stop the traffic and finally silence the moaning Megadrive owners who claim the Fammy is crap. Super Ghouls n' Ghosts has finally arrived. It's been due for months now, but the final product looks pretty special. You take the role of Sir Arthur, a knight with severe girl trouble. Fact is, every time he looks like getting to grips with some babe, along comes an evil demon, stealing the girl and whisking her away to some dark and gloomy castle. Sir Arthur has had this happen twice before and he's a bit sick of it. So he straps on his special combat armour and heads out into the night, to do battle with hordes of ghosts'n'goblins and things that go bump in the night. Armed initially with a throwing lance, he has to make his way across the vast and dangerous reaches of the evil kingdom. Along the way, he'll discover all manner of traps, monsters and nasty tricks. If he's to survive, he'll need strength, courage and a string of garlic.

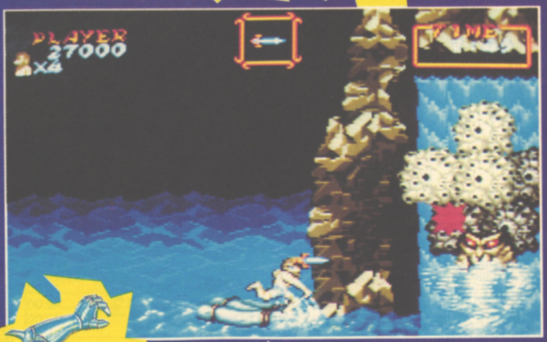

▼ Natty boxers, eh?


▲ This guy needs a dentist - and fast!

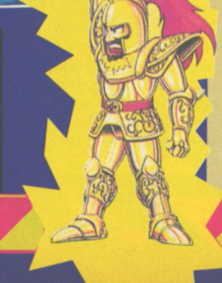

▲ There's a nice, new suit of armour in that chest - and dosh in the bag.

Yikes! It's time to go back to the scary world of Ghouls'n'Ghosts! Those of you expecting a conversion of the original arcade game will be in for a bit of a shock. Super Ghouls'n'Ghosts takes the theme, beefs up the graphics, porks up the sound and changes the game completely. The work that has gone into this game is quite staggering. From the intro onwards you will sit, limp-jawed with amazement and utter strange gurgling noises. Meals will be forgotten, school missed, jobs lost, the nation itself will grind to a halt as the country is gripped by the feverish intensity of this game. Ok, so that's a slight exaggeration, but Super G+G is a top bit of console entertainment. The graphics are truly fab, the range of weapons available is vast and the power up armour adds just a hint of strategy. The only niggle as far as I'm concerned, is the incredible difficulty. Even on beginner level, Sir Arthur's quest is quite unfeasibly hard, easy level is next up and the use of the word easy is an obvious and terrible lie. Best of all though is the fabberoony music. It's kind of like a Hollywood B Movie, but with a better orchestra. Get yo butt down to Mr. Spanky's Famicom Emporium right now and buy yourself a copy of this dreamy game.

FRANK O'CONNOR



▲ It's no good stabbing the wall!



CHESTY SURPRISES

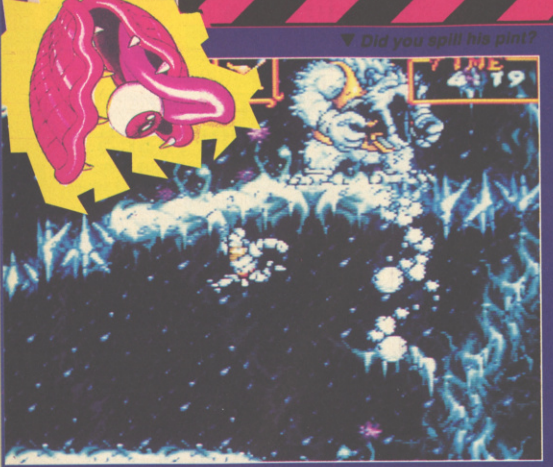
As in the previous games, the latest in the G+G series features the crazed magician. In this game, he hides in a chest and appears when you shoot it. The location of the wizard varies, so shooting chests can be a gamble. In this game he's very cruel, if his bolt of magic strikes you, you turn into one of four things, a small baby, a seal, a girl or even a wasp. When transformed, you become very weak and vulnerable and it takes a while for the effect to wear off.

POWER TO YOUR GHOULIES

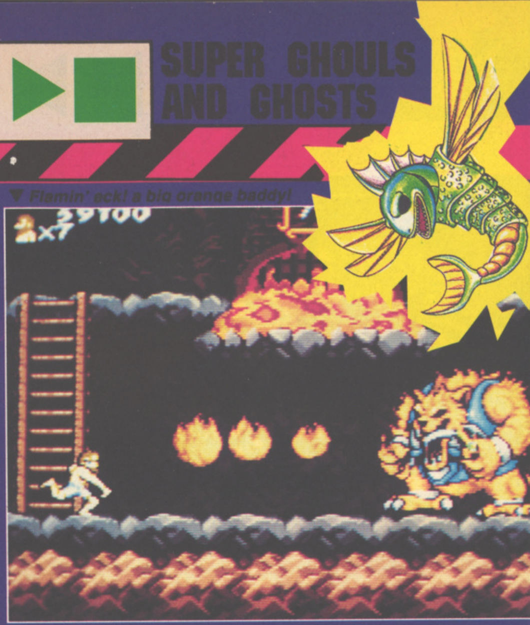
There are a whole load of weapons to choose from, seven in all, plus a mystery weapon none of us have found yet. Each of these weapons has its own special features. Some are fast, some are powerful, some curve in a gentle arc and others are almost entirely useless. You have to be careful when deciding what weapon to use for each level and if your luck's anything like ours, the weapon probably won't turn up. Collectinga suit of green armour powers up the weapon by one stage, giving that extra bit of force when needed. Collecting a golden suit of armour gives you something even better though. It endows the wearer with magical abilities, including a rather groovy smart bomb. Sadly though, these are few and far between.

SUPER GHOULS AND GHOSTS

▼ Did you spill his pint?

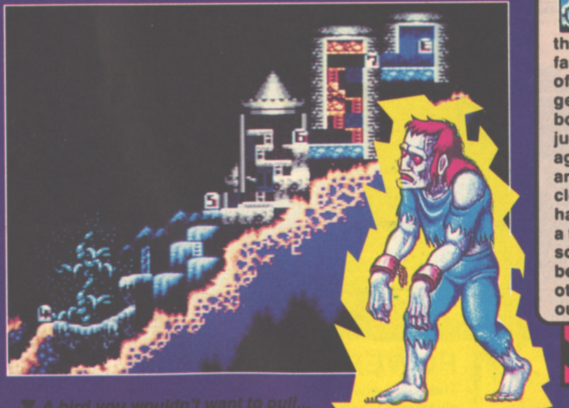


▼ Flamin' 'eck! a big orange baddy!



THE SNEAKY BIT AT THE END

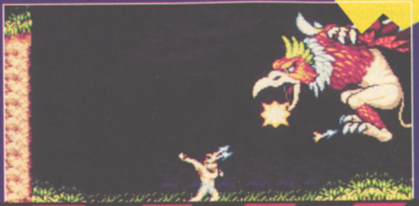
Just when you think you've completed Super G+G, you'll find out something very horrible indeed. Well, you will if you can read Japanese anyway. The very last baddie flees after the last battle and your girlie says something in Japanese. In case you complete it, C+VG will now provide a rough translation. The girl basically tells you that the last baddie isn't dead and you need to find a special weapon to defeat him. This means you have to go right back to the start and try again, looking out for the mystery weapon the whole time. Sneaky or what?



Ever felt cold, lonesome and left out? Me too, 'cos I just don't think Super Ghouls 'n' Ghosts is the best thing since takeaway vindaloo! Luckily I'm not completely alone: the man Rand agrees with me, but everybody else in the CVG-Mean Machines office thinks we're both off our rockers! Sure, the graphics are fantastic and the sound is unbelievable - but that's true of most Famicom games. It's the gameplay I simply don't get along with - it's old hat and, to be honest, almost boring! We've all seen this particular sideways scrolling jump and avoid or lose your pants scenario time and time again, ever since Ghosts 'n' Goblins turned up in the arcades, spawning generations of computer and console clones. I didn't like it the first time round and my opinion hasn't changed now. For me, Super Ghouls 'n' Ghosts is a tired theme dressed up with the fabulous graphics and sound of a superb machine. In my view this will probably be a dream come true if you're an ardent G and G fan, otherwise it's best to be a tad cautious before shelling out the dosh.

TIM BOONE

▼ A bird you wouldn't want to pull...



THANKS...

...to Advanced Console Entertainment (071 383 0480) for the loan of the Super Ghouls and Ghosts review cartridge so soon after its release in Japan. How do they do it, eh?

FAMICOM

GRAPHICS	92
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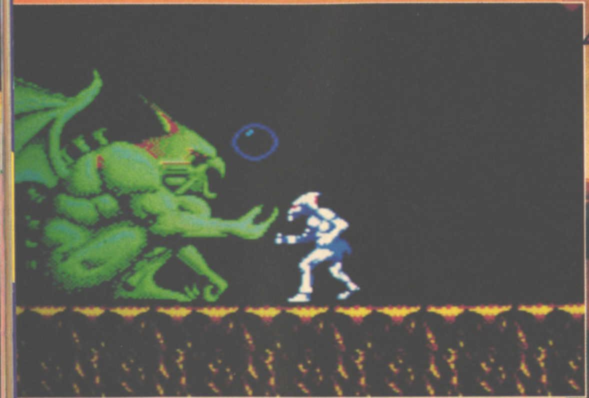
BY TECMAGIC

SHADOW OF THE 魔性の掟 BEAST

Lesson one in Fantasy Land: don't get on the wrong side of Maletoth. He's the big man around these parts, but he's not a man at all. He's the Beast Lord, a seething mass of evil and master to all manner of slavering monsters. Was it therefore wise to call him farty pants? I think not. Quick as a flash, you're transformed into a beast and dumped in the forest. Naturally, life as an ugly creature isn't a bed of roses - ask Frank O'Connor - so without pause for breath, you're off in search of a cure.

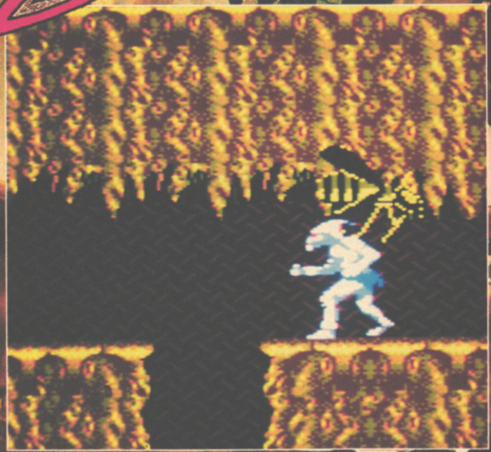
Unfortunately, the only way to transform yourself back to human form is to give old Maletoth a bloody good punch on the bottom. It's not the simplest of cures, and a right pain in the butt, but it's the only answer to your problem - so get out there and find him. But watch out - Maletoth's wise to your plot and has sent out his very fiercest henchmen to stop you!



▲ *Aargh! It's a Beastie!*

Whilst Shadow Of The Beast on the Master System couldn't hope to achieve the sort of graphic quality managed by the original Amiga version, Tecmagik have nevertheless created an extremely good-looking piece of software. There's parallax scrolling - something not seen every day on the 8 bit Sega - and a detailed main character who runs, jumps, kicks and punches. You can even see his chest expand as he breathes! Colour could have been used to better effect in places, but that's no great handicap. What is most frustrating is the poor control setup which forces the player to push diagonally-up to jump - and we all know how inaccurate the Master System joypad is! Too many times you'll find yourself jumping when you're trying to attack something and vice versa. Mind you, if you can overcome this difficulty, then Shadow Of The Beast emerges as a perfectly respectable and tough slice of arcade adventure action.

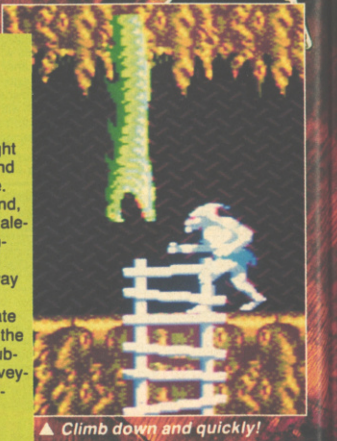
PAUL RAND



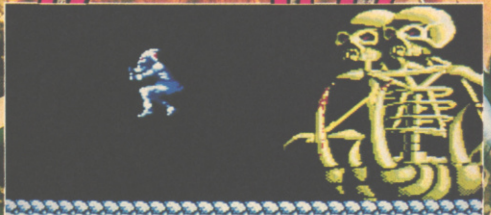
▲ *It's the Keeper of the Orb!*

SIX SAVAGE SHADOW STAGES!

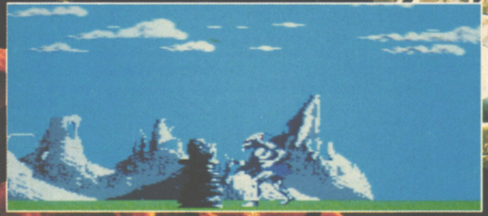
There's a lot to find and fight in Shadow of the Beast, and a lot of legwork to be done. Six stages make up the land, each guarded by one of Maletoth's fierce end-level monsters. From the Mountains And Forests, make your way to The Underground Caverns. From there, negotiate the Magic Well then enter the most dangerous areas: Subterranean World, The Graveyard and - the ultimate challenge - The Beast Lord's Castle! Lucky you're one tough hombre, eh?



▲ *Climb down and quickly!*

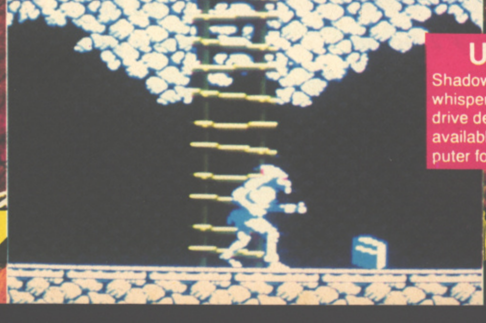


away from the bad monster!



HISTORY OF THE BEAST

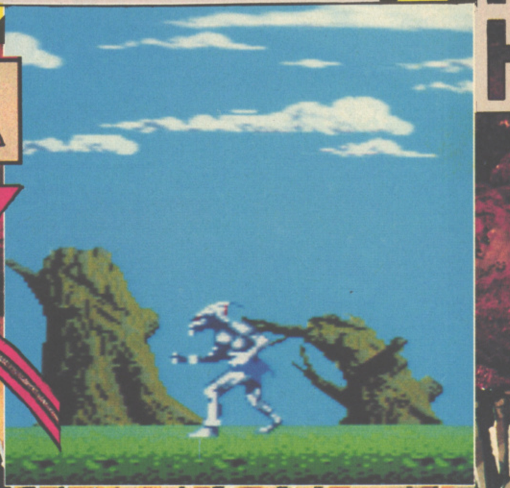
As you probably know, Shadow Of The Beast is a conversion of the Amiga game of the same name, which originally appeared on the Psygnosis label. The most graphically stunning game of its time, Beast was a smash hit - even though the gameplay was a bit on the ropey side. For their version (dubbed the Master Mix '92), Tecmagic have tidied up the playability and added a feature not present in Amiga Beast - the ability to store objects for use later on in the quest.



◀ *Pick up that book!*

UPDATE

Shadow Of The Beast is a whisper away from its Megadrive debut. It's also been available on a variety of computer formats for yonks!



Converting Shadow Of The Beast to the Master System is a task and a half. So you have to take your hat off to Tecmagic for giving it a go and coming up with a game which, for the Master System, is visually pretty stunning. Looking very beast-like, our hero sprints impressively across the parallax scrolling background, putting paid to all manner of beasties as only he can. The trouble really starts as you wrestle with the joypad. Initially you'll find it impossible to avoid yourself jumping at just the wrong moment because you accidentally pushed up - and everyone knows how easy that is to do! This can be incredibly frustrating at times, and requires a serious amount of practice to play properly. Nevertheless, there's enough here to keep you coming back for more and eventually overcome the awkward control method - but I'd recommend giving Beast a once over before deciding whether it's right for you.

TIM BOONE

MASTER SYSTEM	
GRAPHICS	87
SOUNDS	76
PLAYABILITY	79
LASTABILITY	82
OVERALL	82

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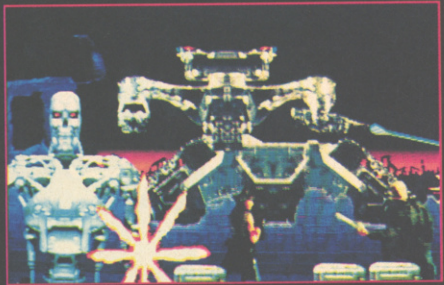
ARCADE ACTION

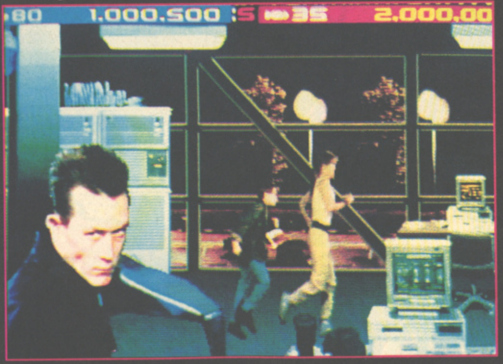
TERMINATOR 2™ JUDGMENT DAY

HOT! HOT! HOT! The spankiest movie of the moment makes it into the arcades, and CVG is there to give you the full lowdown. Here's Kyle Reese lookalike JAZZA RIGNALL to spill the beans on the movie coin-op. Hasta la vista, baby...

If you haven't seen Terminator 2 yet, you're either completely stupid or under 15! The film is astonishing, combining state-of-the-art effects and a relentless storyline to create one of the most intensive, action-packed movies ever seen. Ideal fodder for a videogame!

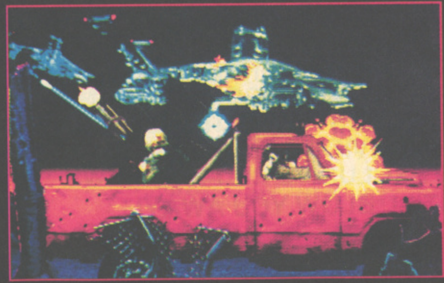
Midway are the guys who nabbed the licence, and what they've come up with is an Operation Wolf-style game, complete with two Endo Battle Rifles (modelled on the ones in the film) mounted on the front. And guess what you do with those. Yep, blast every baddie in sight - and there are tons of 'em.





DIGITISED DELIGHTS

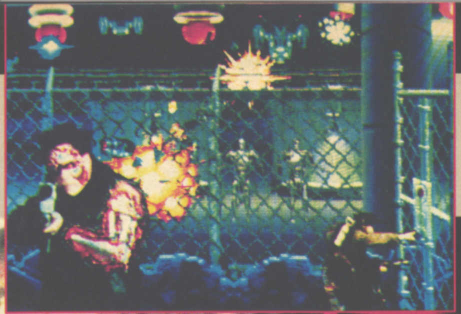
Using state-of-the-art digital techniques, Midway have incorporated actual film footage and speech into the game. The result is spectacular, with completely recognisable sprites and locations, realistic animation and some awesome effects making this a visual and aural spectacular!



PLOT TWEAKS A-PLENTY!

The game loosely follows the plot of the film, with one or two players joining forces with John Connor, leader of the human resistance. The object is to first annihilate the machines of Skynet in a battlezone identical to the one at the beginning of T2, then infiltrate Skynet headquarters and finally gain control of the time field generator so that the players can be sent back in time to the present day. Once that is achieved, the players must protect Sarah and young John Connor, destroy the Cyberdyne Labs and finally confront the T-1000 and blow it away!

TERMINATOR 2
BY MIDWAY



T2
TM and © 1991 Carolco

TERMINATOR 2
JUDGMENT DAY
MIDWAY
T2
MIDWAY
T2
T2
TERMINATOR 2
JUDGMENT DAY

On the one hand I was completely blown away by the incredible graphics and stunning sound, but on the other I was very disappointed to find that all the programmers could do with one of the biggest film tie-ins of all time and some of the most amazing arcade graphics technology yet seen was to come up with yet another Operation Wolf style game. The game is challenging (those T-800s and the Endoskeletons take a real hammering, and things get unbelievably hectic later on) but apart from the knockout visuals there's simply nothing new on offer. No amount of (to quote Midway's press release about the game) "cutting edge advancements in digitised technology, state-of-the-art multi-planar scrolling and holographic-like flashes that float between the screen and the player for innovative realism and never-before-achieved depth and dimensionality" can disguise the fact that this is a four-year-old game format that has been seen and done to death. Once I'd played it a couple of times, the novelty began to wear off and soon I was looking for something a bit more original and interesting to play. Terminator 2 is well worth a couple of credits just to see the graphics, but don't expect it to keep you entertained for long.

JAZ RIGNALL

30P PER GO

GRAPHICS	94
SOUNDS	93
PLAYABILITY	81
LASTABILITY	70
OVERALL	77

TERMINATOR 2
JUDGMENT DAY
Williams
LANE CHANGE
TERMINATOR 2
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T2
TERMINATOR 2
JUDGMENT DAY

NOW IT'S T2 PINBALL TOO!

Williams have developed a Terminator 2 pinball table, a stunning machine packed with features including a mini Endoskeleton head on the actual playfield, instant 3-ball multi-ball, a 50,000,000 point super jackpot, incredible stereo music and digitised Arnie speech, a gun grip ball launcher and a dot-matrix screen on the backplate which features a T2 Video Game Mode! If you can find it - play it!

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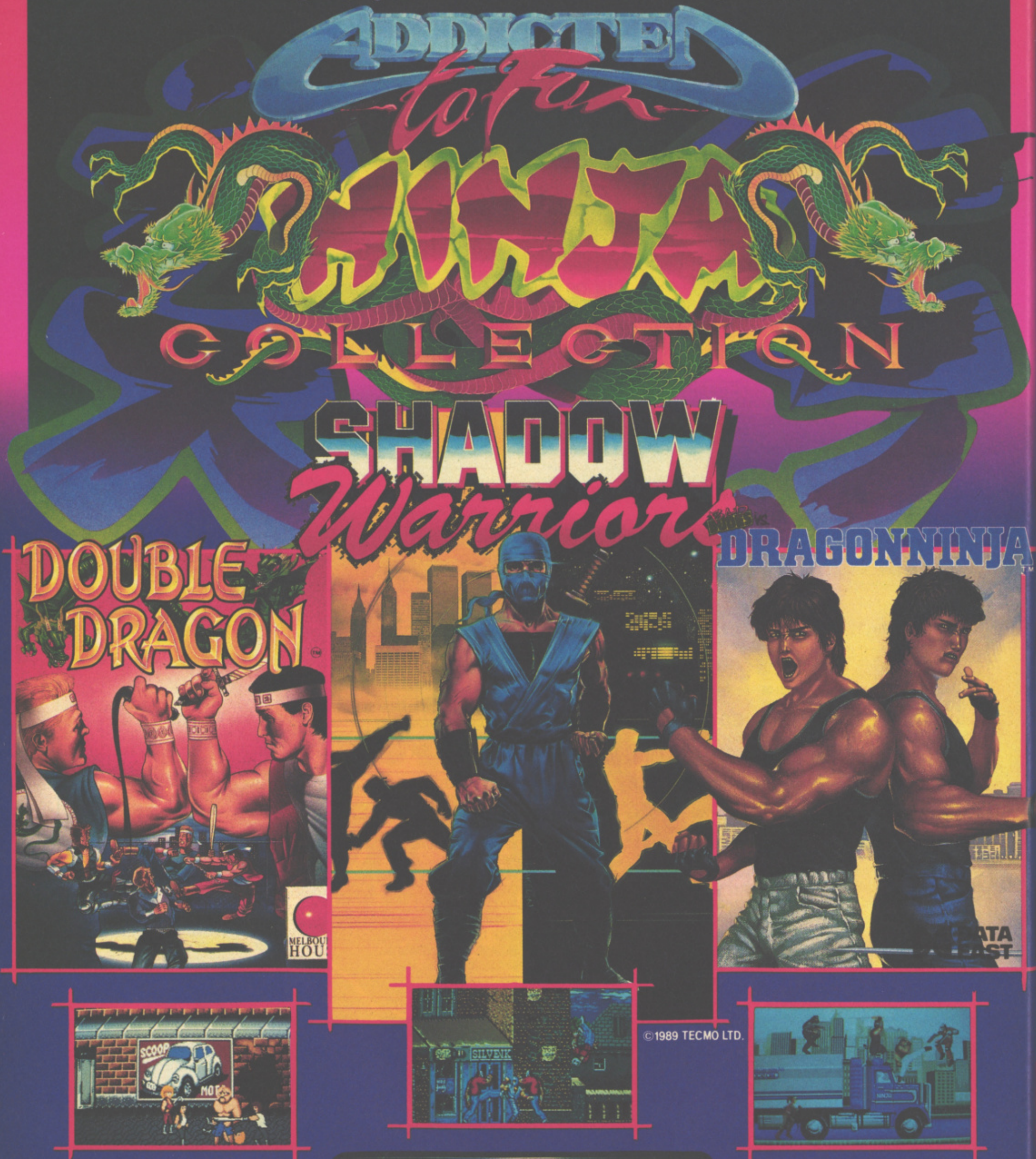

AMIGA ATARI ST

AMSTRAD
SPECTRUM
COMMODORE

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TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY
1	1	TERMINATOR 2	OCEAN
2	NE	FINAL FIGHT	US GOLD
3	4	MAN UTD EUROPE	KRISALIS
4	3	MAGIC POCKETS	RENEGADE
5	2	JIMMY WHITE'S SNOOKER	VIRGIN
6	33	FLT OF INTRUDER	MIRRORSOFT
7	11	DIZZY COLLECTION	CODEMASTERS
8	6	SILENT SERVICE2	MICROPROSE
9	12	HEROQUEST	GREMLIN
10	5	RAINBOW COLLECTION	OCEAN
11	9	SPEEDBALL 2	MIRRORSOFT
12	14	CRUISE FOR A CORPSE	US GOLD
13	7	FLAMES OF FREEDOM	RAINBIRD
14	18	BIG BOX	BEAU JOLLY
15	NE	HUNTER	ACTIVISION
16	22	GRANDSTAND	DOMARK
17	15	THUNDERHAWK	CORE
18	20	LEMMINGS	PSYGNOSIS
19	RE	ROBIN SMITH CRICKET	CHALLENGE
20	31	FUN SCHOOL 3	EUROPRESS

Looks like the big bloke with the shades and the Harley Davidson is there to stay. T2 roars in at number one and kicks ass. T2 looks completely unshakeable, but the charts are a funny old sort and next month it could be "hasta la vista baby" for big Arnie - stay tuned, folks!

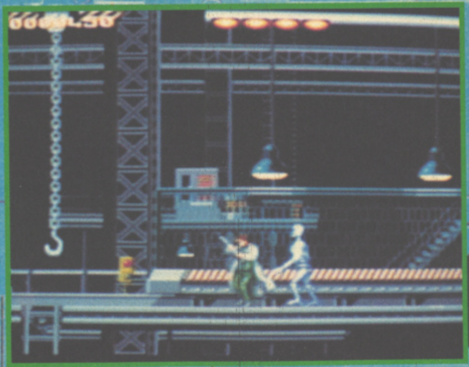
AMIGA

1	1	Terminator 2	Ocean
2	4	Silent Service 2	Microprose
3	NE	Fit Of Intruder	Mirrorsoft
4	2	Jimmy White Snooker	Virgin
5	3	Magic Pockets	Renegade
6	8	Cruise For Corpse	US Gold
7	5	Flames Of Freedom	Rainbird
8	10	PGA Tour Golf	EA
9	6	Last Ninja 3	System3
10	15	F15 2	Microprose

T2 dominates all the charts this month. Ocean's portrayal of the movie looks set to be as big an event as the film itself. Cruise For A Corpse is looking good, creeping slowly from the rear.

CVG TIP FOR THE TOP

WWF might steal that crown, but the two big beat-em ups, Final Fight and Pitfighter, look menacing. It's gonna be a real battle for the top spot next month.



AMSTRAD

1	1	Terminator 2	Ocean
2	5	Man Utd Europe	Krisalis
3	4	Dizzy Collection	Codemasters
4	9	Mini Office 2	Europress
5	NE	Grandstand	Domark
6	7	Big Box	Beau Jolly
7	2	Heroquest	Gremlin
8	RE	Kick Off 2	Anco
9	RE	Emlyn Hughes Soccer	Audiogenic
10	RE	Tusker	System 3

T2 at the top, but Kick Off 2 makes an unprecedented reentry. Man United is climbing again, making this a very different chart from last month.

CVG TIP FOR THE TOP

Without any doubt, it'll be the brilliant conversion of Final Fight. T2 will still be there and Alien Storm might just creep in.

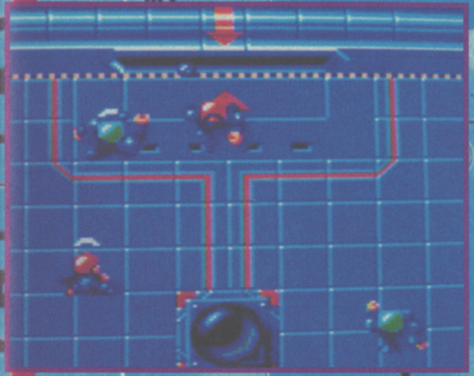
C64

1	1	Terminator 2	Ocean
2	2	Speedball 2	Mirrorsoft
3	NE	Final Fight	US Gold
4	4	Dizzy Collection	Codemasters
5	8	Man Utd Europe	Krisalis
6	18	Fun School 3	Europress
7	6	Rainbow Collection	Ocean
8	NE	Turbocharge	System 3
9	7	Big Box	Beau Jolly
10	RE	Kick Off 2	Anco

The 64 chart looks very shakey this month; T2 might stay the distance, but the competition is very strong, although Fun School is an unusual addition to the chart. Big Box is still there and it doesn't look like slipping.

CVG TIP FOR THE TOP

It has to be T2, but Final Fight is a strong contender; just the kind of senseless violence we know and love.



ATARI ST

1	3	Magic Pockets	Renegade
2	2	Terminator 2	Ocean
3	1	Jimmy White Snooker	Virgin
4	NE	Final Fight	US Gold
5	6	Thunderhawk	Core
6	NE	Hunter	Activision
7	8	Man Utd Europe	Krisalis
8	RE	Hero Turtles	Mirrorsoft
9	17	Heroquest	Gremlin
10	4	RRoad Tycoon	Microprose

The Bitmap Kid's platform antics take the top spot, with T2 relegated to second position - but that might change before the month's out. There's a lot going on just before Christmas and we'll see what the seasonal faves are next month.

CVG TIP FOR THE TOP

Could be Turtles 2, but the smart money says The Simpsons. We'll wait and see!

SPECTRUM

1	1	Terminator 2	Ocean
2	4	Dizzy Collection	Codemasters
3	5	Heroquest	Gremlin
4	3	Rainbow Collection	Ocean
5	NE	Robin Smith Cricket	Challenge
6	2	Man Utd Europe	Krisalis
7	RE	Golden Axe	Virgin
8	8	Back To Future 3	Mirrorsoft
9	RE	Fun School 3	Europress
10	RE	Back To Future 2	Mirrorsoft

As you'd expect, T2 takes the top spot, but the Dizzy collection has seen an unexpected rise, so watch that number one slot and look out for Turtles 2 next month.

CVG TIP FOR THE TOP

Probably T2 again, but watch out for Robin Smith's Cricket.

MEGADRIVE

1. Mercs
2. Devil Crash
3. Toe Jam & Earl
4. Road Rash
5. Streets Of Rage
6. EA Ice Hockey
7. Sonic The Hedgehog
8. Marvel Land
9. El Viento
10. Shining In Darkness

Crikey! Not two minutes on the shelves and Mercs blasts its way to the number one position. Slotted in just behind is another newy, Devil Crash, with a variety of other top titles making up the rest of this month's Console Concepts chart.

1UP 001600 3 34
PAUSE

PC ENGINE

1. Hit The Ice
2. Dragon's Egg
3. Second Bout Wrestling
4. Power Eleven Soccer
5. F1 Circus '91

Only two titles from last month's chart remain up there this time around. The iffy new hockey sim, Hit The Ice, reaches the heady heights, whilst Power Eleven pops up for another shot. Thanks to Console Concepts for the doings.

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SILICA PRICE: £179

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Colour Option Extra - See Accessories

192 CPS **136** COLUMN
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- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *A3 landscape printing*
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RRP: £329
STARTER KIT £25
TOTAL RRP: £354
SAVING: £105
SILICA PRICE: £249

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24 PIN PRINTERS

NEW! FREE! COLOUR KIT

216 CPS **80** COLUMN
- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
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STARTER KIT £25
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SAVING: £169
SILICA PRICE: £259

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NEW!

Colour Option Extra - See Accessories

192 CPS **80** COLUMN
- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
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24 PIN PRINTER

Colour Option Extra - See Accessories

192 CPS **136** COLUMN
- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
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- *Epson, IBM and NEC P6 Emulation*
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THE MICROSELLS cont.

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PC ENGINE games including Dragon Spirit, Vigilante, Victory run, Chan and Chan, Tales of the monster and R-Type. £12 each or £60 the lot. Also TV booster for PC Engine £15. Ring 0889 881521 after 4.30pm ask for Chris.

WANTED Nintendo NES game cartridges for £10 and Megadrive game cartridges for £12. Phone 0968 60736 after 5pm before 7pm.

COMMODORE 64 For Sale with a cassette deck over 30 great games plus 3 cartridge games, joystick, lightgun and lightgun games worth £300 sell for £150. Tel: 0684 563712.

190 NINTENDO entertainment system games for sale priced only £95 the lot also Megadrive for sale includes joypad, console, leads, adaptor etc. £150. Phone 071 254 9166 ask for Tundi.

SEGA MASTER SYSTEM 8 months old, plus 5 great games including Mickey mouse, Columns and Alex Kidd in Snowbi world. Worth £170 sell £100. Telephone James on Cardiff 0222 551440.

SPECTRUM 48K games for sale. Titles like Vigilante, Prince Columbie, Thundercats and Dragons leer 1&2 or will sell all 21 games for only £5. Call Ross on 0236 823245 between 4pm and 7pm.

WANTED AMIGA must be in very good condition and must be cheap. Telephone 0283 44446. Don't hesitate phone now! Anytime.

SPECTRUM 48K For sale games, cassette player, joystick. Contact Scott Prestige, send SAE to 1 Grasmer Close, Staton Hill, Burton on Trent, Staffs.

NINTENDO SUPER FAMICOM for sale PAL Version with 8 games including Final Fight and R-Type 2. A bargain for only £460 ono. Call Terry on 8025806. Hackney, London.

3 AND A HALF inch disc box, lockable with dividers holds 250 discs for £25 as new. Phone Neil on 051 426 0138.

WANTED ATARI LINX, new world with 1 game if possible, very good condition pay upto £100. Phone 0603 712963 ask for Peter.

ATARI STFM double sided disc drive with joystick and mouse, £660 worth of games including Speedball 2, S29 retailiator and Lotus challenge plus 2 player mode cable and extended warranty until 8/9/92 worth £60. £450 ono. Phone 0452 504934.

AMSTRAD CPC464 for sale including Modulator and 85 games. £200 ono. Phone 0224 868951 evenings only. Jay Vonder.

FOR SALE Atari Linx, TSU, Comlinx cable, Rampage, Gauntlet 3, California games, 3 month old, all boxed as new £95. Phone 0494 712067.

OFFICIAL MEGADRIVE , perfect condition, with all leads and manual only 1 month old, comes with 4 games Ghouls 'n' Ghosts, Mickey Mouse, John Maddens and Afterburner 2. Sell for £250 or swap for Phillips 8833 Colour Monitor. Phone 081 870 9965.

DIAL-AN-AD NUMBER

0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

C64 New Shape, good condition, joystick, over £200 worth of games including Lightgun worth £400 will sell for £150 ono. Phone Spencer on 0203 344645. Coventry.

WANTED Commodore 64 discdrive, must be in good condition also wanted any old 64 discdrive games especially Leaderboard, Microprosoccer and Track 'n' Field. Phone Mark on 021 421 7023.

SWAP SEGA Master System with 3 games and lightphaser for a Megadrive PAL with control pad. Tel: 0252 628693.

AMSTRAD CPC464 includes over £200 worth of software and colour monitor plus joystick, in very good condition worth £500 sell for £260 if interested ring 071 720 4650 and ask for Haler.

PC ENGINE PAL with 4 games will sell for £95 or swap for a Gamegear. Telephone 0928 569684.

COMMODORE 64 Light fantastic with 75 games and spare power pack. Boxed with all instructions £120. Phone 0928 569684.

ATARI ST 5 months old, boxed as new, 2 joysticks, a mouse, over £400 worth of software including Jimmy White's whirlwind snooker and Lemmings. Sell for £350. Ring 0402 725326.

AMIGA GAMES for sale TNT 5 games and many others 15 games in total. Ring 0742 305130 and ask for Thomas. Also 3 Nintendo hand held games, will swap for Japanese megadrive with Sonic or Street of Rage or any extras.

COMMODORE 64 with joystick and data cassette worth around £800 will sell for around £250. Phone Alex on 021 706 7272.

MEGADRIVE GAMES for exchange Japanese and British megadrive games. Get the games you want through my Swap club. Telephone 0274 572237 after 6pm and ask for Richard.

GAMEBOY FOR SALE with 19 games all rated over 80% in magazines, Lightboy and all leads. All this for £350. Phone Daryl after 6pm on 0959 75104.

PC ENGINE GT HANDHELD with Power supply and 5 games all as brand new. £230. Telephone 081 390 0055.

SPECTRUM +2 over £500 worth of games plus lightgun and 6 games, 2 joysticks for sale £200. Contact Jamie on 0955 5363.

COMMODORE 64 light fantastic with a lightgun and 4 lightgun games, over £200 worth of software swap for Nintendo NES or PC Engine. Phone 0952 883811 and ask for David.

SEGA MASTER SYSTEM for sale with 3 joysticks, 7 games for £90 or swap for Sega Megadrive. Phone 081 569 4880.

SWOP NINTENDO NES including 2 games and 2 control pads for a gameboy or gamegear. Phone Trevor between 4 and 5pm weekdays on 0844 51717.

GAMEBOY FOR SALE unwanted gift, usual pack, 2 games, Tetris and Duck Tales, original packaging, worth £95 sell for £60 ono. Contact Paul on 0342 324569.

SWAP NINTENDO World Cup for Gameboy for WWF Superstars. Tel: 0222 793752 after 4pm on weekdays.

WANTED PC ENGINE , Atari ST or Amiga 500, all with a colour monitor and printer if possible. Telephone Matthew on 081 8503440.

NINTENDO Entertainment system for sale £120 ono with 3 top games. Phone Lee on 0670 355537.

THE MICROSELLS cont.

ON SALE for the Commodore 64 Robocop, Hollywood games pack, We are the champions and others. Worth over £40 will sell for £15. Sheila Smith, 5 Abbey Street, Amur.

AMIGA SOFTWARE for sale F29, Batman, Drivng force, HQ, Cross out each £7 or all for £27 also Powermonger £10, and Amos £29 ono. Call Max on 0235 868303.

SPECTRUM +2 and multiface, joystick, and lots of games, magazines, books, half a home computer course in binder, good condition. Phone Ben on 0533 777016 after 4pm on weekdays.

SPECTRUM +2 joystick, all leads, multiface, centreface, programming books, original manual in good condition, computer in good condition, lots of games, magazines etc. £150 ono. Telephone 0533 777016 after 4.30pm on weekdays.

WANTED 2 Channel radio control for payne's accessories will swap for gameboy games (Tetris and Double Dragon). Write to Nigel Gay, 20 Heaton Gardens Paddock, Huddersfield, HD1 4JA.

ATARI LINX Excellent condition, still boxed, complete with colourful new games, £55. Telephone 0726 812919.

SWAP NINTENDO 10 games for other readers titles, ring Jamie on 0726 812919.

MASTER SYSTEM for sale Rapid Fire, 1 pad and joystick, 12 top games includes Outrun, Afterburner, Fantasy star and Shinobi, all for £170 offer deals negotiable. Phone James on 0784 242654.

NEW SUPER FAMICOM PAL plus 10 games including R-Type, F-Zero, Pilot wings, Mario world and Kick boxer. Only £200. If interested phone 0527 22471.

FOR SALE Sega Megadrive PAL with 2 Joypads, 1 rapid fire, 10 great games including Sonic the Hedgehog, Mickey Mouse, Aeroblasters and Revenge of Shinobi. Will sell for £150ono. If interested phone 0527 22471.

ATARI 520STFM still boxed, 2 joysticks, mouse plus mat £350 worth of software including Space ace, Super cars 2, Xenon 2 etc. Plus disc box, immaculate condition. Selling for £250 or swap for Super Famicom - Total bargain. Ring Jason on 0235 767028.

ATARI ST games for sale Steepleton calaver £30, F16 combat pilot £12, Beast 1 £10, House of Fire £15, Warrior £10, BoBo £5, RAC Rally £5, Mayo £4, Computer heads 2 £4, or all for £90 or swap for Gameboy with games. Phone John Humphreys on 0793 762413 between 4 and 6pm.

SEGA MASTER SYSTEM with 2 control pads and 9 games including Golden axe, Rocky, Double Dragon and Shinobi. Excellent condition, still boxed, £85. Telephone 0214 308602.

ATARI LINX for sale, fully boxed with instructions, boxes in very good condition for £20. Phone John on 0793 762413.

BARGAIN for sale, Microsoft windows version 2 for IBM, mint condition, brand new and unopened, Usually costs £280 will sell for £150. Contact Carl after 6.30pm on 081960 5861.

SEGA MEGADRIVE runs Japanese, UK, USA cartridges, displays 95% of Jap text in English. Games include Sonic and Wrestle wars. £250 ono. Contact Mat on 0594 823745.

SEGA GAMEGEAR with 4 games Shinobi, Wonderboy, Mickey mouse, Columns plus power supply unit £130 ono. Phone Mat on 0594 823745.

THE MICROSELLS cont.

SEGA GAMEGEAR with 2 brilliant games, Wonderboy and Shinobi, unwanted present, still under guarantee sell for £100. Call 947 1878 ask for Nick.

SEGA MEGADRIVE for sale, with 2 joysticks, Streets of Rage, Roadrash, Sonic the Hedgehog and Castle of Illusion. Will sell for £200. Phone Jonathon on 0959 75737.

SEGA MEGADRIVE Pal, Japanese, runs all cartridges, 7 top games, 2 joypads, full instructions, extension cables in mint condition, boxed. Worth £400 sell for £250. Phone Matt on 0708 768164.

COMMODORE 64 for sale , good condition with Lightgun, many games including creatures, terrapins and dogman. Also 1 joystick. Worth over £350 bargain at £150. Preferably in Tyneside area. Phone 091 455 9186.

SPECTRUM 48K with approx. 45 games. Would like to sell, but otherwise swap for a Gameboy with 1 game. Price £50. Phone 0375 364179.

COMMODORE 64 for sale with at least 35 games. Brand new joystick and power pack. Perfect working condition, going cheap £65. Will swap for a Gamegear. Phone 0772 721757 and ask for Alan.

ATARI 520STFM includes second drive, 2 joysticks, mouse, £800 software including Lemmings, Jimmy White's snooker, sell for £250 ono. Telephone 0594 823614.

GAMEBOY for sale, brand new, with 2 player lead and headphones, 5 great games with a carry case. Sell for £110. Phone Phil on 0900 85280.

SEGA MASTER SYSTEM for sale 2 pads and 8 games including Mickey Mouse and California Games. Will sell for £140 ono. Phone 061 793 1208 and ask for John.

WANTED GAMEBOY plus games to swap with C64 with over 50 games and 1 joystick, tape deck and more. Phone 0493 377458 ask for Lee.

NINTENDO GAMEBOY plus Tetris and Golf cartridges, 2 player lead and headphones. Boxed as new sell for £60. Phone Simon on 0602 280702.

NINTENDO to sell, 11 good games including Megaman 2, Super Mario 2, Gradius, Bubble Bobble, includes box, 2 control pads and 1 zapper. If interested phone 081 577 3796. Offers also will swap for Megadrive with Sonic and any other games.

SEGA MASTER SYSTEM 2 joypads plus control stick, and 9 games. Worth £280 sell for £110 ono. Phone 0438 716093.

COMMODORE 64C boxed, tape deck, light gun, curiser joystick. Over £200 worth of games like Golden Axe, Narc, Turtles. Sell for £175 (ono). Phone 0752 771158 after 4pm.

NINTENDO GAMEBOY, as new, excellent condition. all boxed. Includes magnifier, gamelight, amplifier, stereo headphones video linil cable 7 games recgargeable batteries and battery charger cost over £280 will accept £200 for Quick Sale. Tel:(0744) 52575

AMIGA FOR SALE complete with 20 top games. Games boxed. Worth over £7.50. Sell for £450. If interested. Call: 0707 58787

NINTENDO perfect condition. NES Advantage. 7 games including Super Mario 2, Silent Service. Cost £450 offers over £150 for quick sale software individually. Call Adrian after 6pm on: 071 727 7567

DIAL-AN-AD NUMBER

0839500848

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THE MICROSELLS

BIO-CHIPPED disk based fanzine. Write to Fircroft, Houghton Road, Hetton-Le-Hole, Tyne & Wear, DH5 9PN. For more details.

AMSTRAD GX4000 for sale in excellent condition comes with 2 control pads, Burning Rubber and Robocop 2 for only £40. Phone 021 445 3175 and ask for Paul.

FOR SALE Ford Escort 1.3, White with bucket seats and RS alloy wheels. Will except £300 ono. Contact Thomas on 041 634 8972. Also for sale an Amiga 500 with lots of games plus mouse and joystick. Will sell for £300 ono.

ATARI LINX comes with Slimeworld, Ninja garden and Paperboy, the mains adaptor, the pouch and the visor plus batteries. Just £20 for an urgent sale. Phone 0582 574892. Ask for Bobby after 6pm.

FOR SALE GAMEGEAR, 9 games including Shinobi, Mickey mouse and Wonderboy, Adaptor and TV tuner all for £20. Phone 0582 23079 for details and ask for Grinder.

AMIGA GAMES Dragon ninja, Pro boxing, Sell for £5 each. Also Megadrive games, Forgotten world and World cup soccer. Sell for £15 each. Phone 071 241 4351 ask for Greg.

GAMEBOY and 5 top games, Lightboy and Headphones all in mint condition. All for £150 or swap for C64 and games. Contact Mark on 0479 810717.

SEGA MASTER SYSTEM for Amstrad CPC464. Tel: 0222 793752 and ask for Lee.

MEGADRIVE games for sale including Altered beast, Golden axe, Afterburner 2 and Italian '90. £20 each. If interested phone 0224 732397 and ask for Andy.

SPECTRUM +2 128K with joystick, lightphaser gun, over 50 games including magazines. Very good condition. £90. Telephone 081 850 1929. South East London.

SWAP 2 Nintendo games Castlevania 2 and Gradius. Good condition for gameboy with any game, must collect. Call Barry on Brighton 505256.

SWAP SEGA with gun, 3 free games and 4 others worth £30 each, 1 joystick for Linx 1 or 2 with 2 games or sell for £150. Call 081 546 0999.

SEGA MASTER SYSTEM for sale includes 2 joypads, lightphaser and 9 games including Golden axe, Psycho fox, R-Type and Mickey mouse. Worth around £300, sell for £150. Tel: 0532 665328 ask for Andrew after 4.30pm on weekdays.

SEGA GAMEGEAR including Mickey mouse and Shinobi. Two months old. Sell for £105. Phone Harvydon 0582 793576 and ask for Richard.

WANTED anyone who has got Gameboy games they don't want anymore. Phone John on 081 968 1764 after 4pm on weekdays.

COMMODORE 64 new style including 53 games such as Midnight resistence, 2 joysticks, Lightgun with 4 games, Leads to TV and manuals. Worth £485 selling for £190 ono. Phone 0275 855474.

SWAP ATARI LINX for Gameboy, Atari Linx has 4 games, Paperboy, Electrocop, California games and Zenophobe, gameboy with WWF. Phone 03552 and ask for Jamie after 4pm.

WANTED Indiana Jones and the Last Crusade the adventure game for the Amiga. Will pay upto £8. Phone Gary on 0203 418678.

JAPANESE MEGADRIVE plays all games, 1 joypad, 1 game, Mickey mouse. Sell for £110. Telephone 0992 21001 ask for Max after 6pm.

THE MICROSELLS cont.

SWAP MASTER SYSTEM with 5 games and joystick for Megadrive with 1 or 2 games. Phone Godalming 428209.

MASTER SYSTEM for sale with 5 games, Lightphaser and 2 Joypads for £130. Phone James on Godalming 861772.

NES & GAMEBOY games for sale. Phone Alan on 081 672 6601.

COMMODORE 64 new shape, boxed and in excellent condition, 2 Drivestep, £100 worth of games including California games, Crackdown, Fly spy, Wonderboy £150 ono. Telephone 0992 465059.

SWAP John Maddens Football for any other game, any games considered, will swap for £25. Phone 0769 7722 ask for Jasper.

SWAP MASTER SYSTEM with 4 games and cassette deck plus amplifier for Atari ST. Telephone 0223 316896. Also BMX £40 or swap for second hand Mountain Bike.

SWAP AMIGA games for Megadrive games all games boxed with manuals, 2 to 3 Amiga games to every good Megadrive game. Amiga games like Super Monaco, Indie 500, Sin city also sold separately. Telephone 0734 788303.

FOR SALE Amstrad CPC6128, Colour monitor, boxed as well £250. Call 0389 34010.

GAMEBOY 2 player link etc. Good condition, 6 games including Marioland, Turtles and Tennis. Worth £260 sell for £150. Telephone 0785 45920.

ATARI STFM with Multiface ST, 6 month old, 30 games including Sin city and Blood money. Excellent condition £299. Phone Alan on 0994 231150.

COMMODORE 64 computer. Good condition. With £100 worth of games including Monty Python's Flying Circus, Turtles and Batman, 2 Joysticks. Will sell for £90. Telephone 0744 617316.

SWAP Ghosts 'n' Goblins and Robocop for Nintendo for Super Mario Bros 3 or 2 or wanted Super Mario 2, 3 or WWF Wrestling. Telephone 0744 617316.

SWAP Hardball for NES Ice Hockey, Streets of Rage, Revenge of Shinobi for James Pond, Magical Hat, Fireball for Eastwickstrider any decent games considered. Phone Chris on 0900 68278 after 3.30pm.

AMSTRAD CPC464, Colour Monitor 128K, over 200 games, OCPR Studio, 2 Joysticks, 34 Magazines, Manual, worth over £1000 sell for £550 ono. Phone 021 728 1455 after 6.30pm.

AMSTRAD GX4000 and Burning Rubber, worth £100 sell for £55. Phone 0707 320392.

SEGA, MEGADRIVE & GAMEGEAR games for sale and exchange. Top titles at cheap prices, for example Streets of Rage. For more details phone Darren on 0480 65744.

ATARI STFM games for sale. From £8 to £20. Phone Yuhimm on 081 898 225i on weekdays from 4pm to 8pm including Saturday and all day Sunday.

GAMEBOY GAMES for sale all British, all £12 each, Turtles, Datapinball, Golf, Solar striker and Mario. All as new, phone Tom on 0733 557546.

NES GAMES for sale Bubble Bobble (no instructions) £13, Super Mario 1 (slightly damaged) £12, otherwise as new. Phone Tom on 0733 557546.

THE MICROSELLS cont.

PAL MEGADRIVE for sale runs American, English and Japanese games, Joypad and 4 games, EIA Ice Hockey, Super Monaco, Street Smart, Forgotten World as new £160. Phone 0733 557546.

ATARI 520 1 year old, still boxed with manuals, everything complete, £200 worth of software including Kickoff 2 and 3D Pool. Worth £500 Bargain at £220. Also Compact to swap and lend Linx games. Telephone 021 733 2354.

ENGLISH MEGADRIVE boxed, powerstick, quickshot and hand controller, 19 quality carts. Worth £1000 plus, plus a Commodore 64 in good working order £500. Phone John on 894 7079.

GAMEGEAR games for sale for £17 each. Telephone 081 571 9324.

NINTENDO Entertainment System for £60 with 2 games. Phone 0533 877439.

AMIGA 500 Very good condition, comes with Mouse and Mouse Mat, and some good games. Also a Modulator and all connecting leads, bargain at only £229. Phone 0202 762344.

AMIGA 500 40 games, joystick, mouse, £270 ono. Phone 0384 88544.

MEGADRIVE for sale, 2 controllers, Japanese converter, Streets of Rage, Wrestle Wars, Alienstorm. Sell for £200 or swap for an Amiga. Phone Ben on 0734 574826.

SEGA MEGADRIVE for sale, 2 joypads - 1 turbo, other is normal, 5 games, plays Japanese, USA and UK games. Sell for only £200. Telephone Worcester 0905 56325.

AMSTRAD CPC464 Computer, around 100 games, joystick, colour monitor, worth about £450, sell for £225. Telephone Worcester 0905 56325.

SEGA GAMEGEAR in mint condition, 2 months old, still boxed including Master gear adaptor and 4 master system games plus 5 Gamegear games. £210 ono. Phone 0272 441097 ask for Jamie.

WANTED Nintendo Gameboy will pay upto £50 with 1 game. Telephone Mac on 0353 778272.

WANTED Nintendo games, phone Wayne on 0353 7712694.

SEGA MASTER SYSTEM for sale, 10 games, good condition £80. Ring 0322 665980 after 4pm.

SEGA MASTER SYSTEM complete with 2 control pads and 4 games - Racer, Wonderboy in Monsterland, California games and Chase HQ. £150. Telephone after 4pm 0375 377608.

SPECTRUM 48K plus 110 games including Batman, Double Dragon, Ghouls 'n' Ghosts, Turbo Outrun plus Cassette Recorder and Cassette Carriers, Spectrum Book £70 ono. Phone 0306 711710.

BRITISH MEGADRIVE games for sale, Arnold, Atomic Robokidd, Batman, James Pond, John Maddens Football, Populous, Shadow Dancer at £25 each. Telephone Mervin on 0974 202206.

JAPANESE MEGADRIVE games for sale, ESWAT, Dynamite Duke, Ghostbusters, Golden Axe, Super Hang On and Super Monaco G.P. £25 each. Phone: 0974 202206

GAMEGEAR with Mickey Mouse and AC Adaptor. Still boxed. Call Dan the Man. On: 0243 266686

GAMEBOY WANTED for £45, will pay extra for games. Phone Mervin on: 0974 202206 after 4pm

NINTENDO for sale, control deck, 2 controllers all connecting leads, + Turtles + Double Dribble Games. Worth £110. Sell for £60. Good Deal. Tel: Mark: 568 9818 after 5.30pm

DIAL-AN-AD-NUMBER

0839500848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

PC ENGINE (Scart) with 6 games, 2 joysticks, 5 player adaptor, all boxed up in mint condition for £160. Phone Simon on 0452 500754.

SWAP PC ENGINE for a walkman worth £100 and Linx with 2 games which is in good condition. Call 226 4671 and ask for Frank.

SEGA GAMES for sale over 50 available, £17 each. Phone 081 871 9398.

COMMODORE 64 with disc drive, tape deck, joystick, music extension and many extra features. Over 100 games, valued at £900, going cheap at £350 ono. Telephone Richard or Mark on 0733 233810.

NINTENDO NES version for swap with Gameboy and games, 1 game or will sell for £17. Telephone 450 4003.

ZX SPECTRUM 128K with joystick, lightgun, with gun games and 50 top games. Only £125 or swap for a Master System 2. Phone 0532 585294.

SPECTRUM games all must go, games included Hunt for Red October, Untouchables and other top titles. All must go for £20. Phone 0592 751450

SPECTRUM +2 £100 worth of games, Joystick, Lightgun and 6 lightgun games, for only £150. What a bargain. Loads of good games like Man United plus Man United in Europe and loads more. Also individual games for sale. Phone John on 0846 671270.

SPECTRUM plus games, 2 outputs plus joystick. £100. Very good condition. Phone Graham on 0846 671270.

FOR SALE Spectrum action pack with cheetah 125 plus joystick and over £350 worth of games for £145. Phone 0236 727574 after 4.15pm and ask for Alan.

COMMODORE 64 with 2 data cassettes, 3 joysticks including competition pro 5000. Also 90 classic games including Batman, Chase HQ, Untouchables and Robocop 1 &2. These all worth over £1000 will sell for £350 ono. Contact Austin on 041 762 0309 between 12pm and 5pm.

SPECTRUM 128K for sale a bit wrecked but still works. £100 worth of games. Sell for £75. Contact Michael on 0272 517066.

SWAP Sega Master System and gameboy with 5 games for Sega Gamegear with at least 2 games. Phone 071 241 4351 ask for Greg.

AMIGA 500 and Sega Master System for sale, sell for £550. Phone 071 241 4351 and ask for Greg.

SPECTRUM +2 with Lightphaser, Dust cover, over 60 games, Interface, Desk,13 Magazines, Joystick. All for only £50 ono. Call 0402 752996 and ask for Neil.

NES BOXED, Excellent condition, 2 controllers, zapper, 9 top games worth £300, sell for £180, 25 cassettes. Telephone 0927 425491 ask for Nicholas.

NINTENDO NES at least £200 worth of games and NES advantage £140 ono. Phone 081 980 1742 and ask for James, after school time and weekends only.

ATARI STFM with approximately over 30 games. £350 ono. Phone Simon on 0422 844826.

NINTENDO with 12 games including Megaman 2 and Gremlins 2. £215. Phone 081 444 5056.

SPECTRUM +2 for sale, Lightgun and games, over 30 magazines and over 100 games. Ideal first computer or Christmas present. Worth over £500 will except £100 for a quick sale. Phone Richy on 0953 718350.

THE MICROSELLS cont.

COMMODORE 64 with Lightgun, over £100 worth of software, plus joystick, £120. Telephone 0253 58835.

JAPANESE MEGADRIVE (PAL) for sale with 1 joypad and 5 games including Mickey Mouse and From the Force 3 etc. Will swap for PAL Famicom or sell for £150. Telephone 061 775 5168 and ask for Alan, ring after 6pm.

AMSTRAD CPC464 for sale, colour monitor, joystick and over 100 games i.e. Kick off 2, plus magazines all for £180 ono. Phone 021 433371 ask for Mark.

SWAP Atari Linx with 3 games, California games, Blue lightening and Chequered flag for Japanese PAL Megadrive with 2 games. Contact Kamaron after 5pm on 061 491 1185.

COMMODORE 64 new model, good condition with 2 good joysticks and most of the latest games. Sell for £190 ono. Phone 061 881 5686.ask for Faisao.

AMIGA FOR SALE excellent condition includes 8 top games, plus joystick, manuals and TV modulator. All worth over £450 sell for £280. Just Amiga, manuals and TV modulator, joystick, £195. Call 907 3157.

AMSTRAD CPC464 games for sale, 65 games in all, including Batman the Movie and Double Dragon 2 £45. Ring Jay on 0673 858382 after 5pm.

NINTENDO with 6 games including Double Dragon, Megaman, and many more. Sell for £150 or swap for a Gamegear with games or a Super Famicom with games. If interested phone 0272 739392 Bristol.

SWAP Atari ST Shadow Warriors or Rainbow Island for Golden Axe. Phone Jason on 0673 858382.

MEGADRIVE owner wishes to swap Strider, Alien storm, Eswot, Populous or any other games. Phone 0522 568034.

PC ENGINE excellent condition, a scart, 1 joypad, 2 games which are New Zealand Story and Sun Sun 2. Will sell for £120. Phone 081 421 2478.

PART EXCHANGE in cash Megadrive and 9 good games for a Super Famicom. Telephone 0522 568034.

AMSTRAD 464 with colour monitor £150 worth of games, joystick. Sell for £200. Call 0744 893476 ask for John.

SWAP ATARI LINX with games and power supply unit for Scart PC Engine plus games. Phone Jimbo on 0905 770747.

SEGA MASTER SYSTEM for sale with 8 games, 2 built in, comes with lightphaser, rapid fire unit, control pads £125 ono. Telephone Thomas on 0483 33589. If interested - Good game.

C64 games, good selection. For list send stamped addressed envelope to: Martin Stuart, 20 Ferrybridge Road, Nottingly, West Yorkshire, WF11 8JS.

ATARI ST520 complete with joystick, mouse, and an enormous amount of games. Price £245 ono. Ask for Simon on 081 441 0957 after 7pm.

SEGA MASTER SYSTEM with 4 good games including Double Dragon, plus good quality joystick, £105 or swap for Gameboy with at least 3 good games. Telephone 0454 612410.

MEGADRIVE Japanese scart version. Boxed with 5 games, including John Maddens, PGA Golf, and Super Shinobi. Games converter and extra joypad included £200 ono. Phone 081 349 4527 between 6 and 11pm.

THE MICROSELLS cont.

ATARI ST for Sega Megadrive, Atari has lots of games. Ring 0902 343448.

GAMEBOY for sale, £50 ono includes 20 hours of batteries, and Double Dragon or will swap for Gamegear. Telephone after 4pm on 081 771 3494 ask for Ben.

COMMODORE 64 for sale with joystick, cassette deck, action replay cart, loads of games e.g. Robocop 2, Lotus Esprit Challenge, Rick Dangerous 2, Creatures. Many mags. All for £200. Ring: 0444 454583 ask for Niel. After 6pm

GAMEBOY with 10 games and magnifier, everything as new and boxed. Worth £250, sell for £150. Call Colin on: 0704 840703

AMASTRAD CPC 464 with colour monitor includes over 50 games -including Gazza's Football, Hard Drivin', Dizzy Collection etc. All in excellent condition. A bargain at £200. Phone Hornchurch 73340

SEGA MASTER SYSTEM Hang On built in, with light gun and rapid fire unit, + Rampage and Afterburner. If interested ring: 227615 (Nottingham) ask for Imran

POWERCADE ARCADE MACHINE with free PCB's. Tetris, Time Folder, Gurilla Wars, also 2 extra swivel joysticks. Cost over £700. Only £300 or will swap. Phone 0306 885003

FOR SALE Atari 2600 with adaptor and aeriel, 10 games worth over £100 will sell the lot for £30. Phone: 0234 851900

FOR SALE Megadrive Jap, includes Altered Beast, Ghouls & Ghosts, Star Control and NHL Ice Hockey, joypad and power stick. £200. Also Master System with 5 games. £50 if interested call: 081 677 8758

ARCADE 24" COLOUR MONITOR with stereo sound, ideal for Amiga, Atari ST, Sega etc. £150 includes pair of compact speakers and cable to suit any machines. Ring Rochdale: 0706 341272 anytime

SWAP Amiga games for Gameboy games especially WWF, Turtles, Snow Bros. Also Citizens pocket size colour TV. Will swap for Lynx or Gameboy. Tel: 03954 3839 ask for Dave

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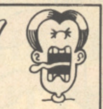

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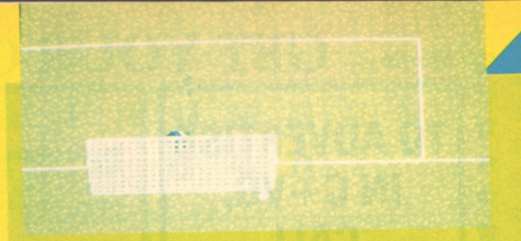
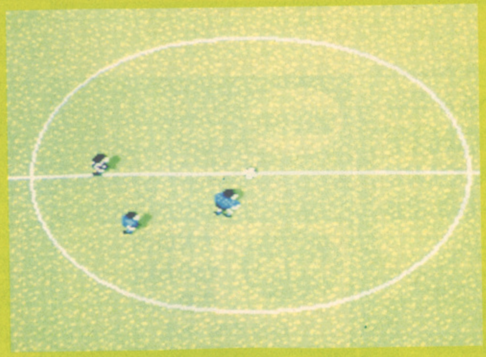


TECMAGIK

Football fever is set to hit Europe next year, when the continent's top international sides come together for the European Championships. And, to celebrate the exploits of the likes of Lineker, Gullit, Klinsmann and Co, TecMagik have signed up the Sega Master System rights to UEFA '92. CVG ball-boy PAUL RAND shares with you his pre-match views and assesses the game's chances of hitting Division One in the Sega sports league.

Europe's finest soccer stars get together in May next year for a feast of footballing fun. And, like the World Cup two years before it, the European Championship is a prime licensing target for the software industry. This time around it's TecMagik, publishers of Populous and Pacmania on the Master System, who are the lucky people to grab the rights to produce a Sega version of UEFA '92.

But there's just one snag; guess which top footy game has just been released for the 8-bit console? You guessed it - Super Kick Off, converted from the Amiga and, unfortunately for TecMagik, it's absolutely brill. So can the West Midland wonders score in the face of such stiff opposition? Although still in an embryonic stage, the bare bones suggest that TecMagik are gunning for Kick Off's title of best soccer game; control of the ball is similar to Anco's smash-hit, as is the top-down view of the pitch.

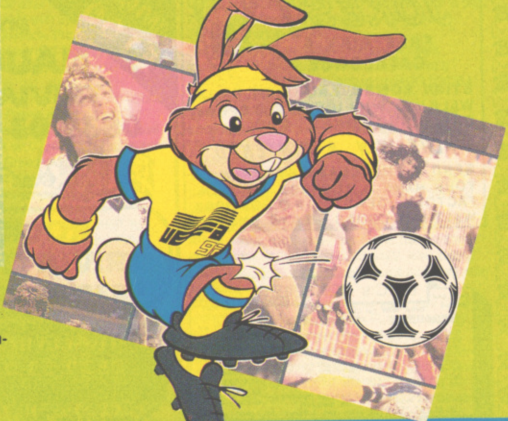


IT'S NOT OVER 'TIL IT'S OVER

TecMagik are insisting that UEFA '92 is not going to be a flash-in-the-pan cart. The hope is that, long after the Championship is over, their game will still be selling by the bucketload. That's not to say that they won't be milking the license for everything it's worth; Bernie, the UEFA '92 mascot created by Disney, will feature heavily in the advertising campaign, and you can be sure that this cute little bunny becomes a household name months before the big kick-off. We'll be covering the progress of UEFA '92 from start to finish; watch this space for further info!

FABULOUS FOOTY FEATURES

Once completed, UEFA '92 will contain such mind-boggling features as omni-directional scrolling pitches, a variety of different stadia, intelligent players and even a referee who'll be breathing down your neck whenever you make a dodgy tackle! Other lovely extras which the programmers are hoping to cram in include a training mode, where beginners can go to hone their skills, a choice of 34 European teams and a unique approach to set-piece play!



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PREVIEW

TIP OFF

ANCO

What on Earth can follow Anco's runaway all-time classic Kick Off? What thrills 'n' spills can anybody offer the legions of Kick Off fanatics across the land before Kick Off 3?

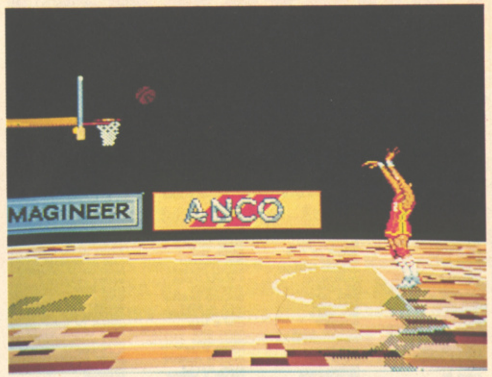
Well rest easy, frolic fans, 'cos help is at hand. Right now Anco are putting the finishing touches to Tip Off - the game which promises to become basketball's answer to the Kick Off legend.

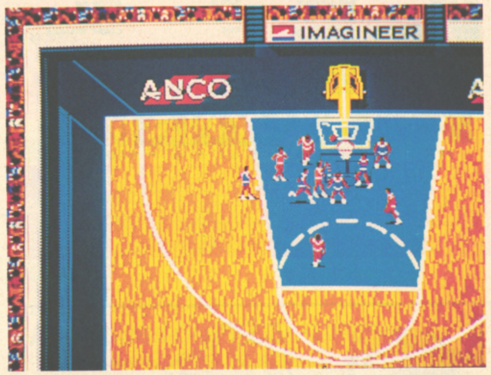
Both Tim and Jaz have seen the game in early development and reckon it's already looking totally fab - with pacey play, smart graphics and wickedly quick ball-lobbing action. Just the thing for one or two player thrills!

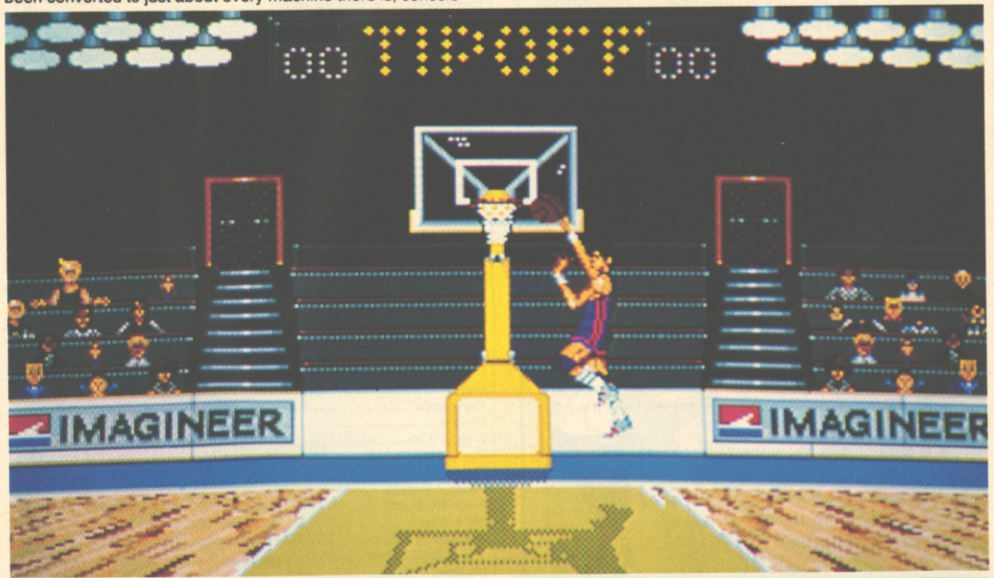
The game will also feature an absolutely massive front end, with tons of options to choose from and a wide variety of teams and players to allow the player to create that ultimate basketball team.

Designed and developed by Steve Screech (half the team which brought Kick Off to soccer fans across the land) Tip Off is already looking the business. And since Kick Off has now been converted to just about every machine there is, console gamesters can almost certainly expect this great looking game to turn up on their machines as well!

So stay tuned to Britain's best games mag for the full low-down just as soon as the CVG eager beavers get their hands on a review copy!







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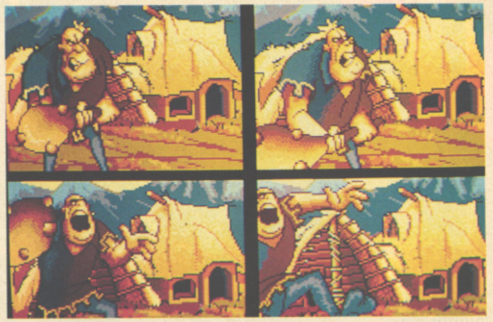
PREVIEW

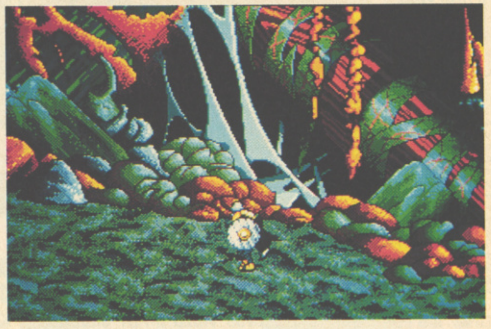
HEIMDALL

CORE

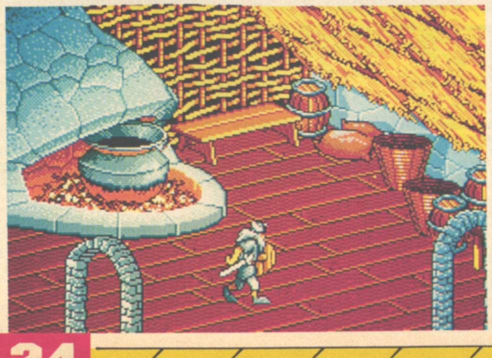
Forget all those ludicrous stories of humans evolving from fish and stuff like that, when everyone knows that the Gods were behind mankind's existence. Take the Viking race, for example. They were created by a bunch of immortals shacked up in Valhalla and Asgard. In the beginning, the Gods thought highly of the Norsemen, visiting them frequently. However, as is often the case, they grew tired of their playthings and reverted to more deity-like fun and frolics, like eating ambrosia. However, one of the Gods, Frey, foresaw that the Vikings would one day be required to come to the assistance of their creators and so he wrote down contingency plans for that time.

It was hundreds of years later when the Age Of Ragnarok began. The evil Gods turned on their peace-loving neighbours, stealing three of their weapons and scattering them throughout the Viking worlds. Odin, not best pleased that he had lost his own sword, took a look at Frey's plan and sent Thor to deliver a child to one of the mortals who, when fully-grown, would be able to retrieve the missing weapons. His name? Heimdall.





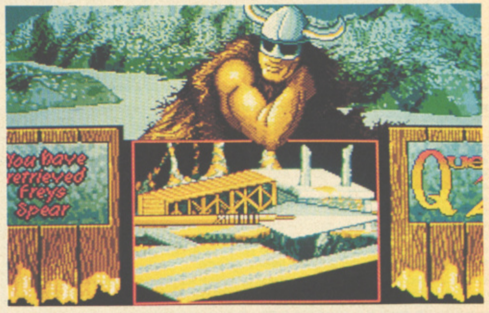
Heimdall
CORE DESIGN LTD
8 day



VIKING VARIETY

Heimdall is split into two parts - an arcade section and the main RPG game. Three tests of skill must be accomplished in order to improve your character's attributes and also to view a higher number of possible comrades for the quest; five Vikings can be selecting from a maximum of thirty. These tests consist of arcade-style games - axe-throwing, pig-chasing and long-boat-fighting - and, as you can see from the screenshots, they're all graphically superb.

Not surprising, when you consider that all Heimdall's graphics have been created by an ex-employee of Sullivan Bluth, designers of the Dragon's Lair coin-op and a couple of animated feature films! This high quality of presentation has been carried over into the roleplaying part of the game, to give the player an exquisite-looking, isometric 3D search 'n' bash. So long as Core can ensure that gameplay can match the presentation - and an early look at the game suggests they can - then Heimdall could be something extra special!



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PREVIEW

ROBOCOD

ELECTRONIC ARTS

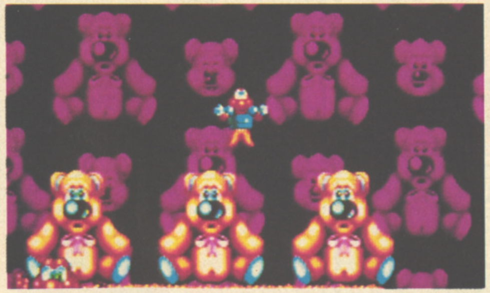
Yahoo! Megadrive maniacs can rest easy, 'cos one of the best platform games around will be touching down on your console in the not-too-distant future!

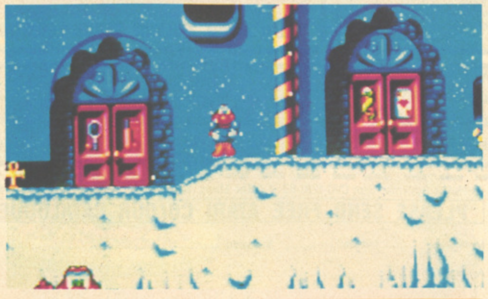
For those sad thickies who don't know, Robocod is the follow up to the spiffingly good James Pond - and this time round it's got knobs on.

You control our hero through screen after screen of multi-coloured action, meeting up with some of the cutest critters you'll find outside The Muppets.

We reviewed 16-bit Robocod last ish and gave Millenium's fab platform romp-a-rama a stonking great 93 per cent! For sheer playability we reckon it's the tops, with tons to do and acres and acres of screen to explore.

But how does it fare on the Megadrive? Well, the CVG boys have already been treated to a sneak preview, and we reckon it's looking just as cool as the computer versions - so keep those peelers superglued to the coolest mag in the world for more news as and when it happens.





VERSION	DATE	PRICE
MEGADRIVE	DECEMBER	£ TBA

THE BRAINIES

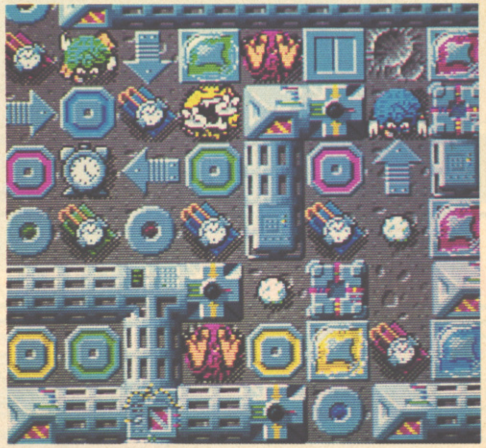
TITUS

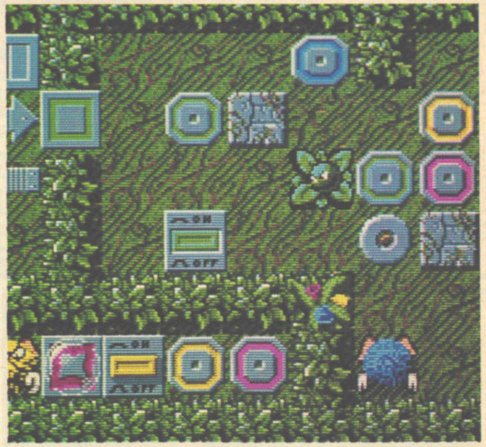
OK, so what on Earth are the brainies? Well, for a start they're not from this planet. For another thing, they're trouble.

Brainies come in four colours, with big feet, cute hands and huge oh-so-lovely eyes. Trouble is they're greedy little so-and-sos and now you have to get rid of the little critters before they cause big trouble.

More trouble: they only move in certain ways and have level after level to negotiate before you can lead the brainless Brainies happily to the their doom.

It all sounds unbelievably Lemmingsish to us, but maybe that's not such a bad thing - especially when Titus say there are enough original twists in The Brainies to keep you coming back for more. Further details as soon as...





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THE CHAOS ENGINE

RENEGADE

Hot or wot? Here's an early look at the next blast from the Bitmap Bros, the heroes behind Speedball, Gods, Magic Pockets and all that other great stuff.

The Chaos Engine is the name of the game, and it's going to be the Bitmaps first ever romp 'n' shoot ground-based blast - hurrah!

At first glance the game looks a bit like Mercs to the max, but has a whole host of features which could put it head and shoulders above other games of the type.

Basically, Chaos Engine gives you the chance to develop and personalise your men - and blow away a fair few alien scumbags all at the same time!

Definitely looking a bit swish, Chaos Engine should be a biggie when it hits Amiga, ST and PC early next year. Keep those peelers stuck to these pages for all the latest on this hot little number.

VERSION	DATE	PRICE
AMIGA	EARLY '92	£ TBA
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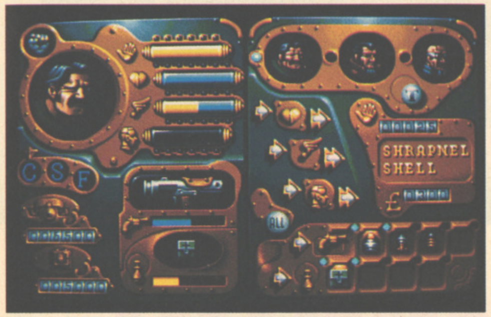

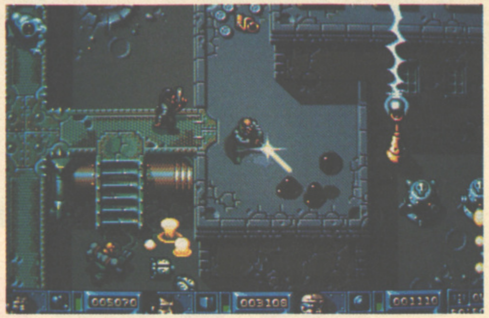

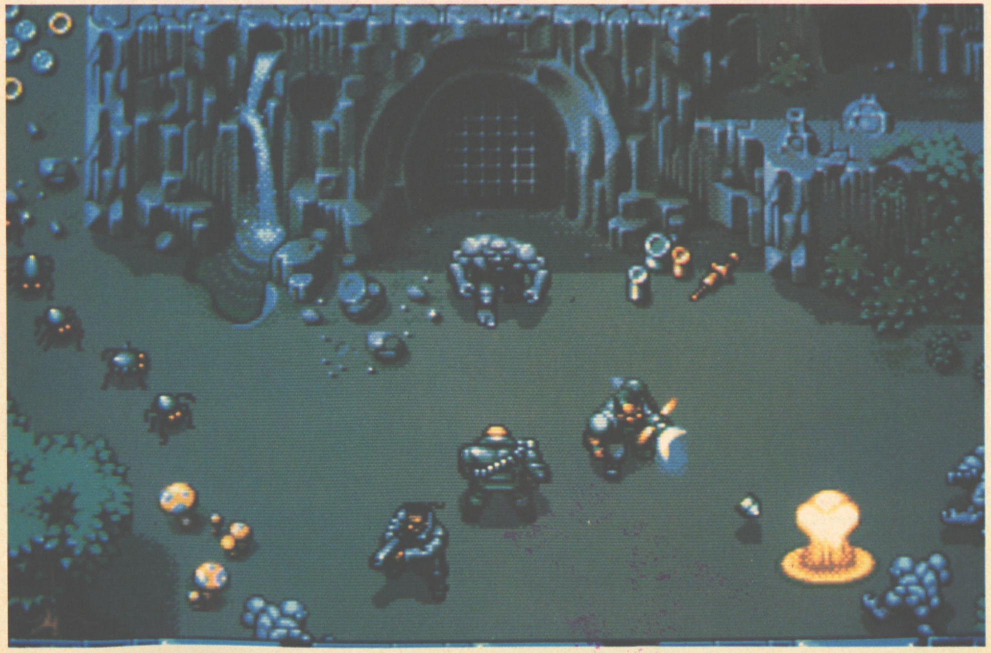

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TIP OFF

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The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

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